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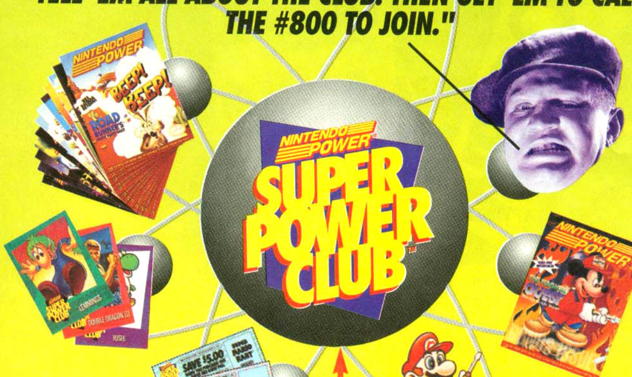
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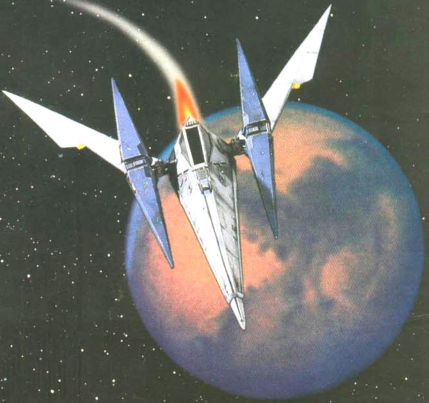
Have you ever flown an Arwing?

SUPER STAR FOX WEEKEND



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Fly you and your family away on a dream vacation!

Why go to the next level when you can go light years beyond? You'll get your chance to pilot an Arwing during the **Super Star Fox Weekend Competition**. The competition will take place at approximately 2000 retail locations during the weekend of April 30 through May 2. You could win an all-expenses paid trip for four to one of four great international locations! Check stores in your area that carry Nintendo products to see if the **Super Star Fox Weekend Competition** will be held there and at what times the competition will take place.

Star Fox is the newest Super NES release from Nintendo. It's super hot, super fun and it's also the first Super NES title to use the exciting new technology of the Super FX chip.

What are you waiting for? Get **Star Fox**...and practice.

Super Star Fox Weekend competitors will receive a limited edition **Star Fox** pin. **Star Fox** T-shirts will also be given out as prizes for high-scoring pilots. One ace Arwing pilot who flies away with the high score for the entire **Super Star Fox Weekend Competition** at each contest location will take home an official **Star Fox** flight jacket AND will be entered in the Grand Prize drawing for an all-expenses paid trip for four to their choice of London, Paris, Sydney or Tokyo. That's a value of approximately $15,000! Please see participating retail locations for complete contest details.

SUPER FX

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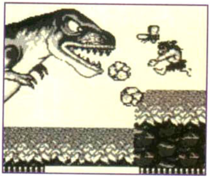
NINTENDO POWER
APRIL 1993
VOLUME 47



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In Volume 43, we asked you to write in and tell us which section of Nintendo Power you would eliminate to make room for your very own monthly column. Here are some of the letters we received.

Let's see. Which section would I eliminate for my new section? Hmmmm....hopefully the comics are gone; leaving more room. I think I would get rid of George & Rob because they really don't have good opinions on the games that are reviewed. Just give me and my bro a call. But anyway, I think a good addition would be a *Pen Pal* section. Don't you think? All us Nintendo studs and studettes writing to each other sharing tips and just gossiping? Well, there's my idea. Hope you like it.

Joe Ryan
Lockport, IL

I like the magazine pretty much the way it is, but I would change a few things. First, dish the comics. Second, forget Player's Picks. Third, throw George & Rob into the street. I've read their section and they had a low opinion of a couple of games that I thought were hits. I'd like to see an expanded Player's Pulse, Classified Information, Super NES reviews and see the charts expanded from Top 20 to 30 or 35.

Brian Brzezinski
Milwaukee, WI

I wouldn't eliminate any section because your magazine is perfect! I would add one more page and call my column *Tips, Tips, Tips*. I would review the latest codes that programmers have found and I would also tell readers what games that they absolutely must have!

Hans Stutz
Ft. Ord, CA

I would take out one page of Player's Pulse, then take out the Celebrity Profile, Player's Picks and Power Players, and then bring back the *Video Shorts* section like you used to have in the early days of the magazine.

Jeremy Hill
Willard, MO

I would eliminate George & Rob's Now Playing and add my section called *People in the Nintendo World*. It would function like this: I would have a map of the USA and every city in it. I would close my eyes and point to a city where I would visit. Then, I would point to one street and travel there. I'll visit everyone on that block who has a Nintendo system. I'll take pictures, ask a question or two and have the best achievements told.

Walter "Motorcycle Man" Koch
Passaic, NJ

The section of Nintendo Power magazine I would remove to make room for my column would be one of the comics. I would call my article *Inside Out*. Each month I would put the spotlight on a game and turn it inside out by giving readers every code, hint and map for the game. The first game I would profile would be Dragon Warrior IV.

Corey Wilson
Longview, TX

*Dragon Warrior IV, huh? That's a really big game! How many pages do you think you'll need to turn **that** game Inside Out, Corey?*

I would eliminate the George & Rob section. I would replace it with a section called *The Golden Oldies*. Every month it would cover older games from the past.

Lucas Conley
N. Lewisburg, OH

Great idea! Actually, Lucas, we reviewed the original Mega Man game in Volume 42.

I would eliminate the comics because I think they're boring. I never read them. I would replace them with *Classic Classified Information* so readers could learn the secrets of their older games.

Stephen Wallace
Navarre, OH

I would eliminate Nester's Adventures and make it into an *Arcade Update* because I love arcade games like Street Fighter II. I'd include the latest arcade games that have come out. I'd also write tips about the arcade games, too.

Minh Le
Herndon, VA

We keep getting letters from readers telling us how much they like our Player's Guides. Thanks! What's next? What topic would you like to see covered in our next Player's Guide?

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Nintendo
BATTLE OF CHAMPIONS
II
THE REMATCH
HANSEN DEFEATS SUYAMA AGAIN!

LAS VEGAS - Jeff Hansen, the pride of Murray, Utah, and the 1992 World Nintendo Champion, has done it again! On September 21, 1992 in Tokyo, Hansen defeated his Japanese challenger, Yuichi Suyama, to earn the game-playing title. The much-anticipated rematch took place on January 8, 1993 at the Winter Consumer Electronics Show in Las Vegas. The video battle was waged in a boxing ring at the Nintendo booth. Terry Funk, former pro wrestling champion, and Paul E. Dangerously, pro wrestling manager, were on hand to call the action. The contestants squared off using a special 3-game Game Pak. Collecting 50 Coins in Super Mario World was the first task. Completing two laps of F-Zero was the next goal. The match was neck-and-neck after the first two games, but Jeff pulled ahead slightly when Yuichi missed a couple of rings while skydiving in Pilot-Wings. The match was intense!

Jeff Hansen and Yuichi Suyama battled it out in Las Vegas for the 1993 World Nintendo Champion bragging rights.

EDITOR'S CORNER

Are you clear on what the Super FX chip is and what it does? If you're not, listen up. Star Fox, the first game to utilize the Super FX chip, uses polygon graphics. A multi-sided object that can be rotated on 3 axis can be considered a polygon. A computer must make a huge number of computations in order to make a polygon move and rotate 3-dimensionally on screen. When a polygon moves, it has to be recomputed and "redrawn" by the computer. The Super FX chip basically does mathematical computations...extremely fast! Without the incredible processing power of this special chip, the smooth-moving graphics of Star Fox would not be possible. The Super FX technology brings a powerful new tool for programmers to incorporate in their new games. We're all very excited to see where the Super FX chip will take us in the future!

Gail Tilden
Editor in Chief

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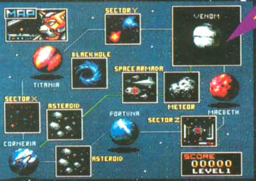
STAR FOX™


MAP
SECTOR Y
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SPACE ARMADA
TITANIA
SECTOR X
ASTEROID
METEOR
MACBETH
FORTUNA
SECTOR Z
CORNERIA
ASTEROID
SCORE
00000
LEVEL 1

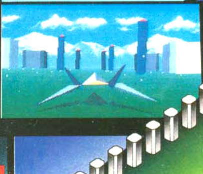
Nintendo's Super FX game, Star Fox, blasts players into a new realm of interactive 3-D gaming never seen before on a video game system. But once you've plugged in the Game Pak, the challenge takes over from the technology for some of the fastest, hottest action you've ever seen. Get set for a strategic survey of every stage but the end!

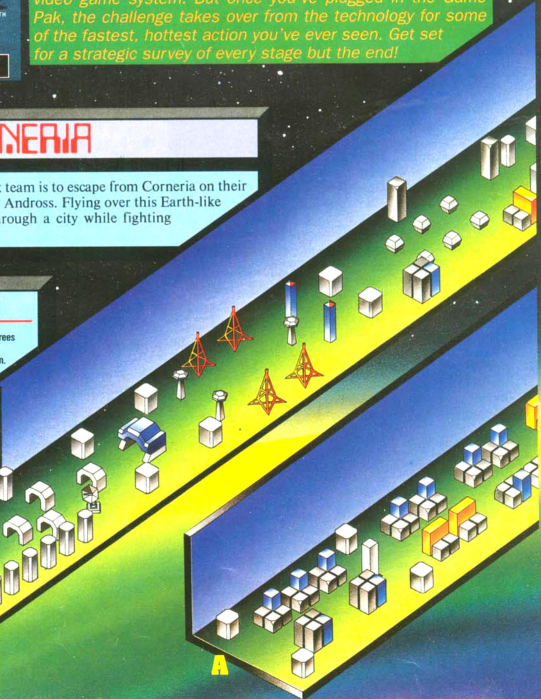
1-1 CORNERIA

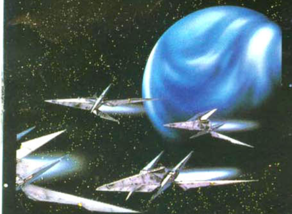
The first mission of the Star Fox team is to escape from Corneria on their quest to defeat the evil Emperor Andross. Flying over this Earth-like planet, you'll have to dodge through a city while fighting Imperial ships.

A. TOWERS DOWN

The blue towers will tip over and fall like cut trees toward the middle of the screen. Fly just above the level of the ground and speed between them.

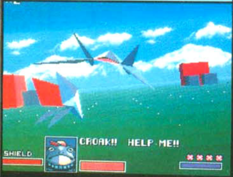




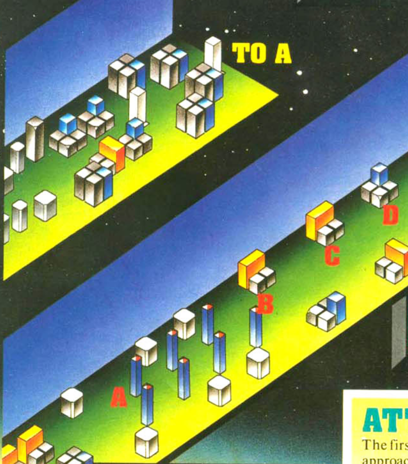


B. HELPING OUT

Here, and elsewhere in the game, your Wing Men may ask for assistance when they can't shake an enemy ship. In this case, Slippy is in trouble. Watch for his Arwing fighter to cross in front of you. When the enemy ship following him appears, aim and fire. If you don't help your Wing Man, he may take excessive damage.

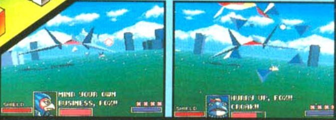


CROAK!! HELP ME!!



C. SUPPLY RING

If you pass through any part of the blue Supply Ring, much of your Shield Energy will be restored and you'll continue at that point instead of from the beginning if you lose a ship.

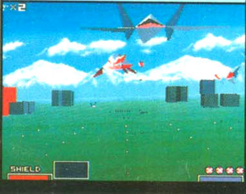


MIND YOUR OWN BUSINESS, FOX!!

HURRY UP, FOX!! CROAK!!

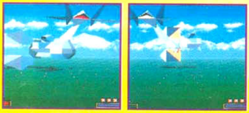
D. WATCH YOUR SIX

The Saucer Ship appears from behind you and moves out into shooting range after you pass the Supply Ring. You'll have to blast it with multiple shots to destroy it.

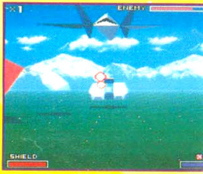


ATTACK CARRIER

The first boss enemy is the Attack Carrier at the end of Stage 1-1. It approaches from behind you on the right side of the Flight Corridor, so keep to the left and use your Retro Rockets to slow your speed. The Attack Carrier launches smaller ships to attack you. Blast the small ships and aim for the red launch bays on the Attack Carrier when they are turned toward you.

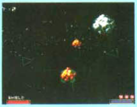


The yellow panels that appear on the Attack Carrier are vulnerable to your laser shots. When they are turned toward you, target them with your laser.

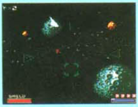


1-2 ASTEROID

Andross is building a base in this asteroid field that will give him an advantage in the war. Look for a warp to the Black Hole before the Supply Ring. Blast the center of the rotating bars of asteroids to reveal the key.

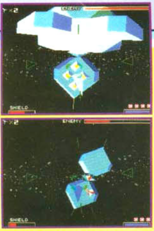


Yellow asteroids can be destroyed by laser shots. Blast them to dust.



Grey asteroids cannot be destroyed, so you should steer clear of them.

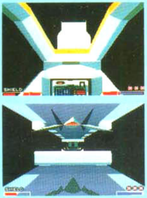
ROCK CRUSHER



The Rock Crusher appears from behind you to the left. This giant space station is heavily armed and armored. The diamond shaped laser ports on the external pods can be destroyed with your lasers. Target the laser ports when they swing into view as the Rock Crusher rotates. With the laser ports retired, aim for the middle section that joins the two pods.

1-3 SPACE ARMADA

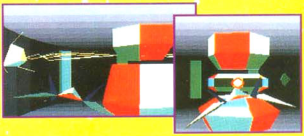
Andross's space armada poses a major threat to the security of Corneria. Fox McCloud and his team must use a new strategy to destroy the giant ships. You'll have to fly inside them and take out their energy cores! Look for the ships that are facing you. If you steer toward them, you'll automatically enter the battleship. Inside, you'll race along narrow passages and dodge gates. In the third and final battleship, you'll face the powerful Atomic Core.



Steer directly toward battleships that face you directly and you'll enter them automatically.

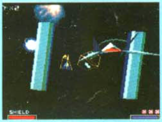
ATOMIC CORE

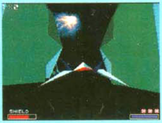
Fly around the edge of the Atomic Core and blast the pods on the ends of the electrical charges until the core opens up and you are facing the middle section. Pound the mid-section with laser fire.



1-4 METEOR

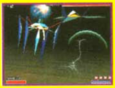
The Battle Base Meteor is a rock that has been turned into a fortress. As you fly over the surface of the Meteor, you'll face Imperial ships and Walkers while avoiding towers and huge stone formations. You won't be able to see enemies at a distance here, so keep a sharp watch. Target the legs of the Walkers and steer toward the red doors, which will open up.



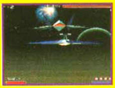


DANCING INSECTOR

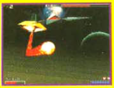
The Dancing Insector changes shape as you attack it by pulling up its legs so they stick straight out from the central, spinning disk. Target the legs first and blast them when they turn red. When the Insector moves toward you, simply dodge and wait for it to move out in front again. With only the central disk of the main battle bridge remaining, attack the red panels.



The Insector is invulnerable when it dances.



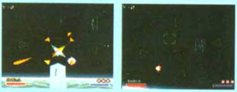
When the legs pull up and turn red, shoot them.



Blast the disk while dodging fiery plasma beams.

1-5 VENOM

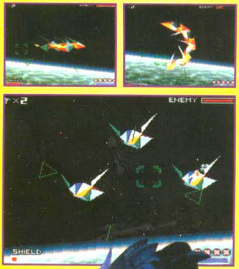
The final mission to the first course is to attack Emperor Andross's Core Brain on the planet of Venom. The approach in space takes you through the thickest fighting yet. Stealth ships, space stations and a huge fleet of fighters attack steadily. Luckily, there are plenty of Small Energy Supply Rings to boost your Shield Energy. You'll also be able to replenish Nova Bombs and get a Twin Blaster/Wing Gyro. The boss here is the Phantron, a ship that splits into three parts, but only one of those parts can be destroyed.



The cannons on the space station fire lasers, but you should aim for the center structure. Stealth (or transparent) ships are invincible until they show their true colors. The monster shown here is just for fun.

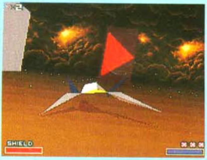
PHANTRON

The Phantron at the end of the space sequence is the most deceptive enemy yet. It can't be destroyed while it is in one piece or while it spins. Once it breaks into three parts, only one part will take hits, so you have to experiment. To make matters worse—while the Phantron spins, it regains lost energy!

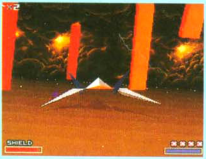


1-6 VENOM

The final battle takes place on Venom itself. First you must pass over the desolate landscape, dodging moving buildings and sliding columns while fending off the attacks of enemy ships. Fly low to the ground and make only minor corrections to avoid objects. Before the end, you'll have to take on a new version of Phantron before reaching the Core Brain. Then you must pass through a long, dangerous passage before reaching the final enemy.



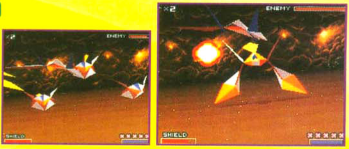
Pass these buildings on the flat side of the triangle. The triangle flips if you shoot it.



These columns appear from behind you and land in front of you. Carefully avoid them.

PHANTRON REVISITED

Outside the tower of the Core Brain is a final guardian that looks like Phantron but hops about on mechanical legs. It breaks into several parts, but only one part can take hits. Aim for the blue spot that appears near the middle of the upper section. As for the Core Brain itself, it's keeping an eye open for you.

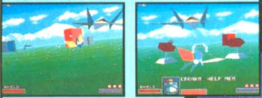


2-1 CORNERIA

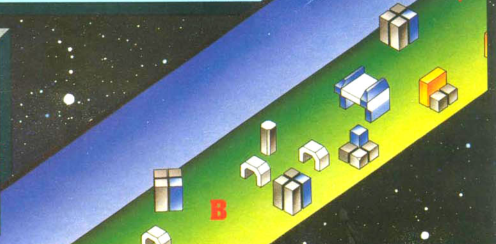
The second course of Star Fox holds new dangers for those who have mastered the first course. From Corneria you'll fly through space Sector X to the planet of Titania, then to Sector Y and, finally, on to Venom. Even Corneria will seem different. Suddenly, there are huge Walkers and new fighter ships. Saucer ships deploy parachute enemies and rows of towers tumble to the ground. Welcome to the next step up in challenge.

A. FROG IN PERIL

Slippy is in trouble again, which means you have to bail him out. Calls for help from your Wing Men are never random events. You can plan on hearing from them at the same point in each stage. The enemies chasing them also appear in the same place, so it's easy to destroy them after a little practice.

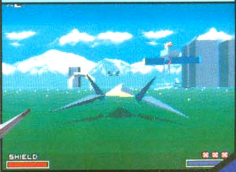


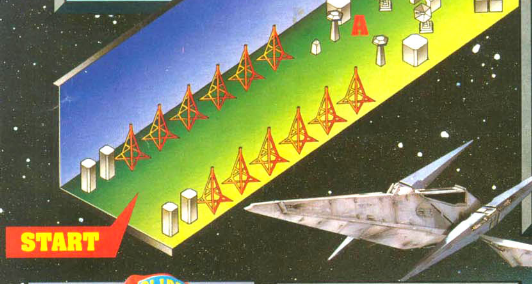
When Slippy flies in front of you, the Imperial fighter won't be far behind. Target it and blast!



B. WORKING WALKERS

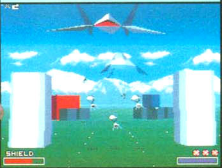
These Walkers have a job to do. They're carrying towers. If you don't smash into them, they can't harm you. Just avoid them by flying to one side or between them low to the ground.

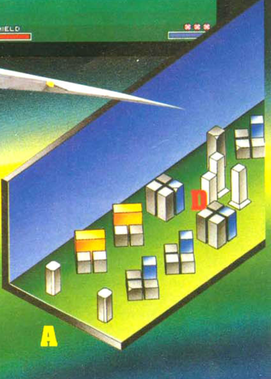


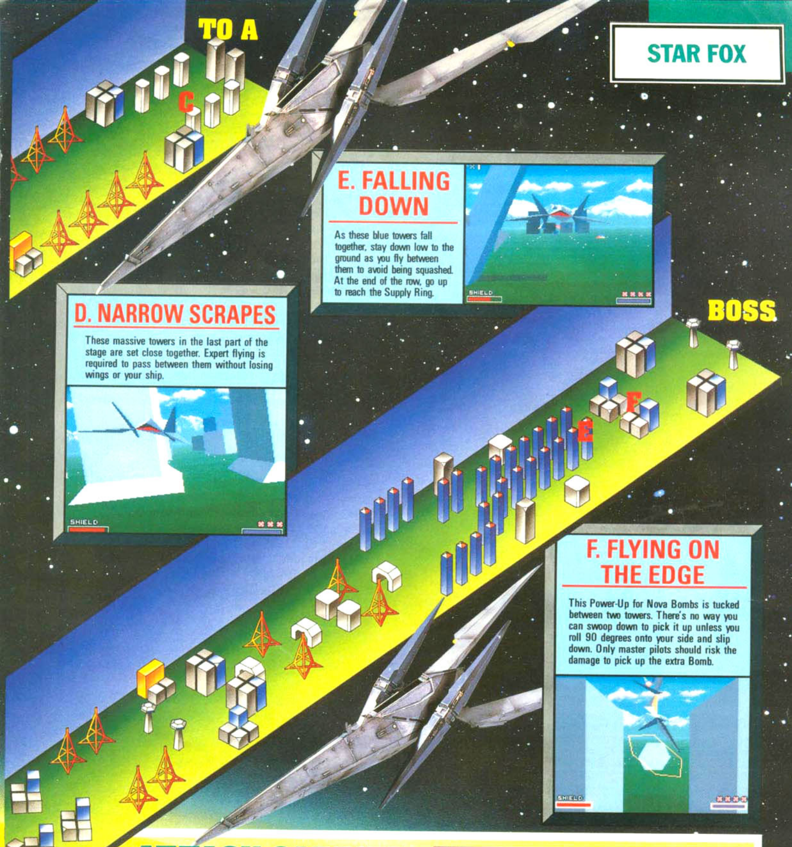


C. PARACHUTERS

The Saucer Ships return, but this time they are carrying enemies that parachute to the ground. They'll attack if they land, so make sure you blast them while still floating in the air.







E. FALLING DOWN

As these blue towers fall together, stay down low to the ground as you fly between them to avoid being squashed. At the end of the row, go up to reach the Supply Ring.

D. NARROW SCRAPES

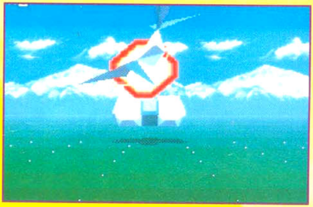
These massive towers in the last part of the stage are set close together. Expert flying is required to pass between them without losing wings or your ship.

F. FLYING ON THE EDGE

This Power-Up for Nova Bombs is tucked between two towers. There's no way you can swoop down to pick it up unless you roll 90 degrees onto your side and slip down. Only master pilots should risk the damage to pick up the extra Bomb.

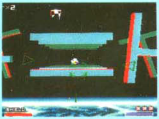
ATTACK CARRIER

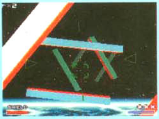
The Attack Carrier is basically the same enemy from Course 1, Stage 1. When it rotates, it reveals vulnerable areas where you can damage it. Use the barrel-roll technique by pushing the Left or Right Button twice quickly to avoid harmful enemy laser fire. While performing a barrel-roll, you can't be damaged.



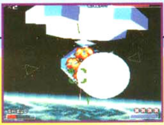
2-2 SECTOR X

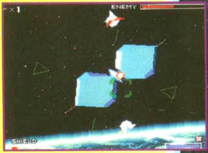
High above Corneria the battle rages again. Huge beams orbit and rotate in space like a giant obstacle course for the Star Fox team, but an equally real threat comes from the horde of enemy fighters stationed in this sector. Careful flying and extensive use of the L and R Buttons to rotate your Arwing will see you through the worst of it.





ROCK CRUSHER

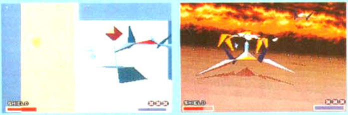




The Rock Crusher returns just as in the first Course, but with added fire power this time around. Attack the laser ports like before, then aim for the central structure that joins the two pods. Position your Arwing so that your nose points at the middle and use barrel-rolls. In this way you'll be able to avoid the enemy missile attacks.

2-3 TITANIA

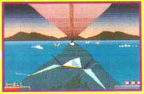
Titania, the planet from which Corneria gets its raw materials, has been taken by Andross. To win it back, you'll have to fly over the surface, defeating Walkers and ground lasers, then enter a narrow passage to take on Professor Hangar. You'll also face an obstacle course of towers and other structures. When you reach the triple gates, take the right door and collect the Power-Up.

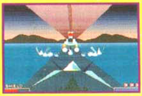


Shoot out the legs of the Crab Walkers to destroy them.

PROFESSOR HANGAR

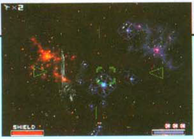
After passing over the planet you'll enter a huge complex and a long passage where you'll face Professor Hangar. As you and the boss speed along the corridor, it releases droid ships from flaps on its left and right sides. Blast the droids, then target the main enemy. Like most stages of Star Fox, this one requires a cool head and steady aim. The only tricks that pay off are patience and skill.

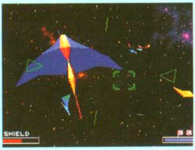




2-4 SECTOR Y

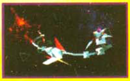
Sector Y is a space stage with life forms reminiscent of sea creatures. Instead of Imperial ships, you'll face Star Squid, giant Sting Rays, Space Amoeba and even an interstellar whale. The Amoeba are the oddest of the bunch. If they cling to your Arwing, barrel roll to the left or right to free yourself. The final conflict is against the Plasma Hydra.

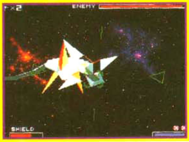




PLASMA HYDRA

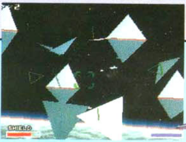
At the ends of the Hydra's tentacles are three-pincered claws, which can be damaged when open. Avoid the Plasma Spewer attack while waiting the for claws to open. The claws may regenerate if given time!

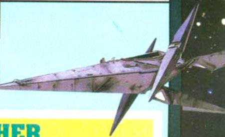


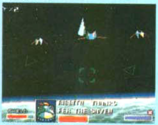


2-5 VENOM

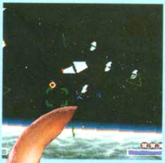
The space stage above Venom is filled with standard enemy ships, twin fighters, explosive pods and other space garbage. Aim for the grey pods when you first see them in the distance. When hit, they break apart into many sections that will damage your Arwing if it is struck by them. If the going gets too tough, try using a Nova Bomb to clear the screen of minor enemies. You can collect more bombs later. The guardian of this stage is the Metal Smasher.





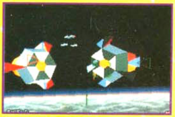


Watch out for space pods. Some you can shoot, and they'll explode, while others should be avoided completely.

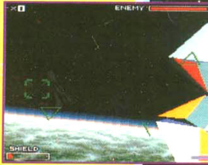


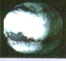
METAL SMASHER

The Metal Smasher appears in two sections. The sections move in tandem, then come together. If your Arwing is caught between them during the Smash Attack, you'll lose much of your Shield Energy. Aim at the yellow panels that appear on the sides of each section of the Smasher. Blast one until it is vaporized, then turn to the remaining section.



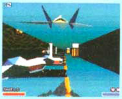
If your Arwing is caught between the two sections of the Metal Smasher, you're in deep trouble.

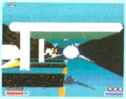


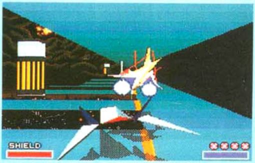


2-6 ANDROSS

A long, narrow passage is the only approach to Andross in this Second Course. Watch out for ground tanks that move in from the sides. The further away that you spot them and shoot, the better your chances of avoiding damage. The columns that appear in the solid part of the passage can be blasted. Beware of ships that appear from behind your Arwing. When they move out in front, shoot them before they come back toward you.



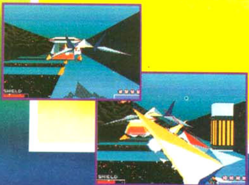


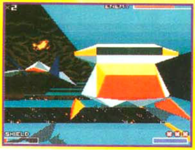


Use the forward view option or the Booster to stay away from enemies that appear suddenly from behind you.

GALACTIC RIDER

The final guardian before Andross is the Galactic Rider—a sort of trailer for Air Bikers who spill out of the back when the rear door opens. Your chance to damage the boss comes when the door opens. A couple of well-timed Nova Bombs will blow it away, but your lasers can do the job as well. If the Air Bikers exit the Rider, go for them first. Watch out for the Rider's ramming tactic. It will try to crush you from the side!



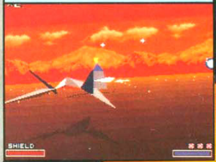


3-1 CORNERIA

The third and most difficult Course also begins on Corneria. Your enemies and obstacles this time include radar antennae, massive Walkers, Imperial ships, falling towers and solid towers. There will be guns trained on you from the surface, as well. Pass through gates when you have a choice. Power-Up items are often located just beyond a gate. At the end of the stage you'll face the awesome Destructor!

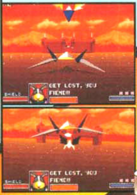
A. SCOUR THE SURFACE

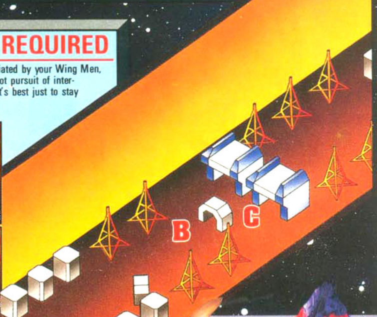
Gun batteries on the surface will open fire as you pass overhead. Watch for the approaching shots and target the point of origin.

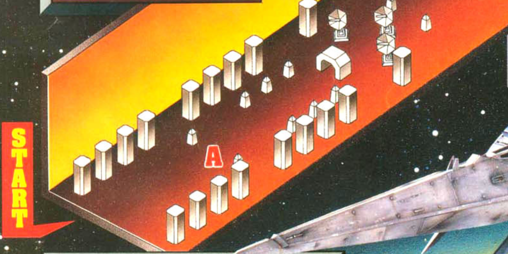


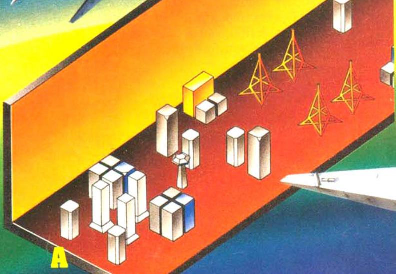
B. NO HELP REQUIRED

Your help isn't always appreciated by your Wing Men, especially when they are in hot pursuit of interstellar bad guys. Sometimes it's best just to stay out of the way.



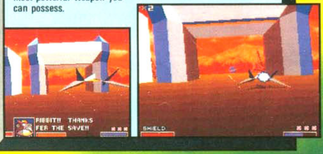


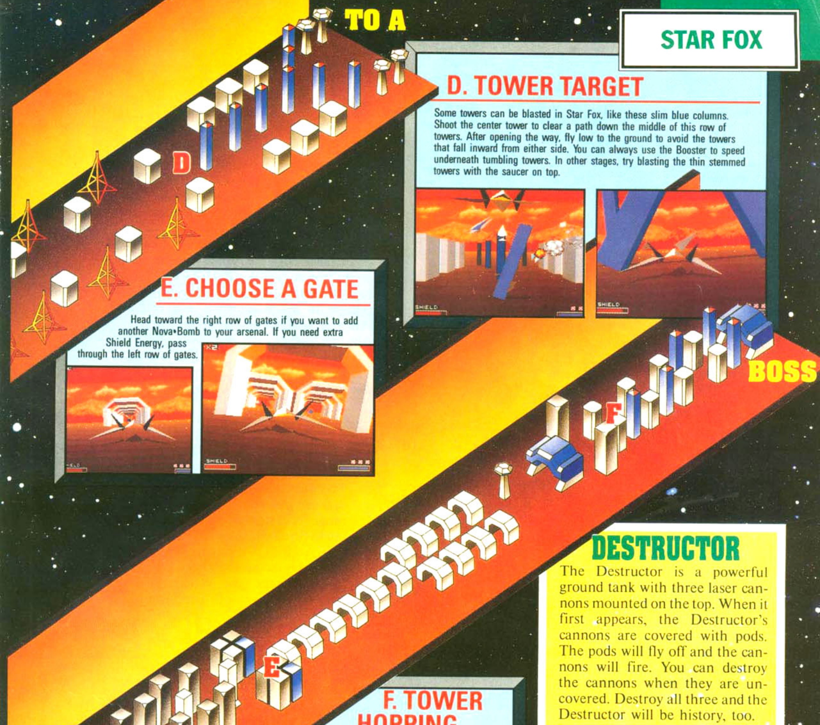




C. PACK IN THE BOMBS

Steer under the right hand gate to collect the Nova Bomb Power-Up on the far side. You can carry five Nova Bombs in all, and it's always good to have the maximum since it is the most powerful weapon you can possess.





D. TOWER TARGET

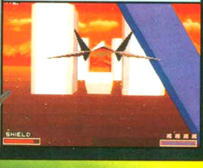
Some towers can be blasted in Star Fox, like these slim blue columns. Shoot the center tower to clear a path down the middle of this row of towers. After opening the way, fly low to the ground to avoid the towers that fall inward from either side. You can always use the Booster to speed underneath tumbling towers. In other stages, try blasting the thin stemmed towers with the saucer on top.

E. CHOOSE A GATE

Head toward the right row of gates if you want to add another Nova•Bomb to your arsenal. If you need extra Shield Energy, pass through the left row of gates.

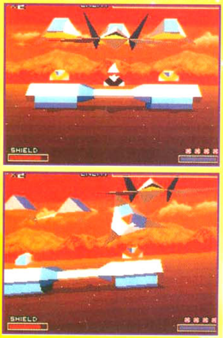
F. TOWER HOPPING

The Walkers are transporting horizontal towers and other towers fall. You may have to fly over some towers and beneath others. Choose the path that requires the least amount of movement of the Arwing. The straightest course is usually the best.



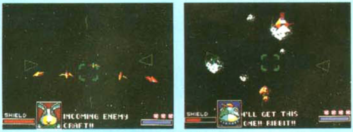
DESTRUCTOR

The Destructor is a powerful ground tank with three laser cannons mounted on the top. When it first appears, the Destructor's cannons are covered with pods. The pods will fly off and the cannons will fire. You can destroy the cannons when they are uncovered. Destroy all three and the Destructor will be history, too.



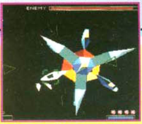
3-2 ASTEROID BELT

The Imperial Battle Armada will sweep in to destroy Corneria if Andross clears the asteroid belt. You'll face the usual swarm of enemy fighters in this space stage, plus a shower of yellow and grey asteroids. Some asteroids break into dangerous chunks while others wear a smiling face. Some asteroids that you won't suspect may be vulnerable to attack. The large space station in the middle of the stage can't be destroyed. Just fly through it.

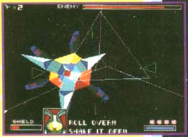


Some of the asteroids have guns mounted on them. Shoot them from a distance to avoid the large chunks that break off.

BLADE BARRIER



The Blade Barrier ship is a whirling dervish of space terror. You won't be able to damage the ship when it rotates. Wait until the spinning section stops, then shoot at the six blue fins that project from the rear section of the craft. Also watch out for the transparent pyramid-shaped trap that appears. If the trap takes you, spin left or right to escape its force field.

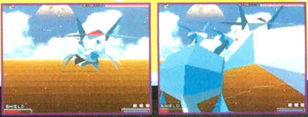


3-3 FORTUNA

The primitive world of Fortuna is home to a menagerie of humongous beasts and plants. Andross is in control of the beings, so they fight for him. You'll cross three areas of the planet: plains, ocean, and desert. Along the way you'll have to deal with giant plants that spring up in your path, enormous insects, leaping sea serpents and flying fish.

MONARCH DODORA

The giant, twin-headed dragon is one of the most dreaded monsters in the Lylat System. It's attacks range from stomping to whacking you with its long tail to firing white and red polka dotted eggs at your face. Your best bet is to aim at the tail when the Dodora is facing away from you, then attack all out when it faces you. When the Dodora bounces toward you, back off using Retro Rockets.



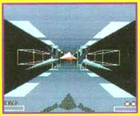
3-4 SECTOR Z

The space stage of Sector Z is filled with transparent objects that are, nonetheless, as solid as steel. You'll also have to spin and twist your way through partially constructed space stations with spinning beams and guards of Imperial Fighters. There's no chance to let up in what may be the toughest stage of all. At the end of Sector Z, a narrow passage takes you the final distance to the boss.

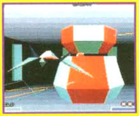
×2
SHIELD
×2
SHIELD

ATOMIC BASE II

This is basically the same boss as the one you encountered in 1-3. Avoid the shots, shoot the pods and wait for the center to open. Unleash your blasters on the middle part until the Atomic Core is vapor.



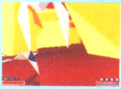
A narrow passage leads to the core of the Atomic Base.



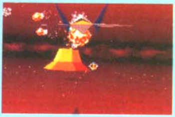
Target the center of the Atomic Base and blast it.

3-5 MACBETH

The planet of Macbeth has a vast hollow cavern beneath its crust where Andross stockpiles weapons and ammo. Fly between canyons of yellow sulfuric rocks while blasting Walkers and other Imperial foes. For safety, barrel-roll past the lava balls that are ejected from cones on the surface.

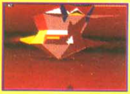


Dodge the fiery balls of lava that erupt on Macbeth.

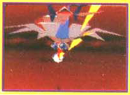


SPINNING CORE

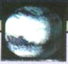
The Spinning Core waits for you at the end of your sprint across Macbeth. Aim for the protruding yellow slots that appear near the middle of the lower section of the Core when it first appears. At other times, four weak spots appear near the bottom of the ship.



Aim for the yellow slots that appear in the rotating Core.

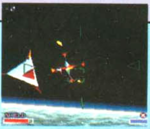


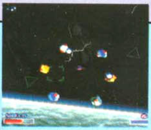
When the Core transforms, aim at the lower middle targets.



3-6 VENOM

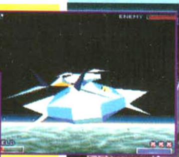
The approach to Venom is the final space stage. Expect a fierce space battle with fragmenting ships, stealth ships and space stations. Virtually every type of laser, missile and blaster you've encountered so far will be trained on you here. You can barrel-roll through the heaviest fire, or use one of your Nova Bombs to clear the screen.

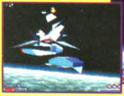




GREAT COMMANDER

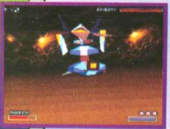
The Great Commander actually consists of three ships, all of which must be destroyed. Don't spread out your shots. Concentrate on one section until it is destroyed, then move on to the next.

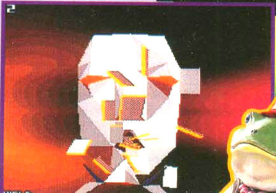




ANDROSS AWAITS YOU!

The final challenge still lies ahead as you scream over the home world of your enemy and penetrate his defenses. At the end of each Course, Andross awaits with his Telekinetic attack–an attack of the mind over matter! We'll leave that final strategy up to you.

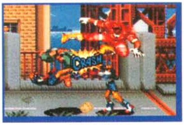




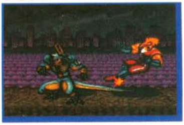
SUPER FIGHTING GAMES

With the tremendous success of Capcom's Street Fighter II, there just had to be more games released that followed a similar format. In this review, we'll take a look at five more Super NES Fighting games. Each game can stand on its own two feet, but when we pit them against each other, who knows what could happen! We'll tell you right up front, none of these are quite as good as Street Fighter II, but each has something to offer for fans of this genre. Let the street fights begin!

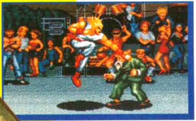
BRAWL BROTHERS



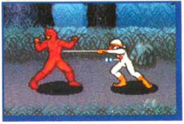
DOOMSDAY WARRIOR



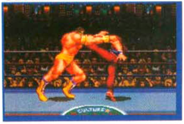
FATAL FURY



STREET COMBAT



ULTIMATE FIGHTER

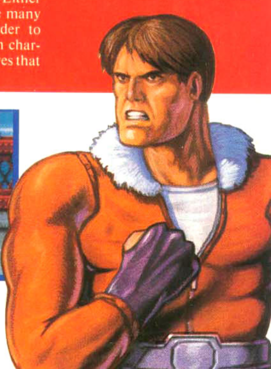


QUICK REFERENCE CHART KEY

GAME TYPE	Street Fight/Street Adventure
NUMBER OF CHARACTERS	How many fighters can you choose to be?
SELECT LIVES	How many lives in reserve?
DIFFICULTY LEVEL SELECT	Can you change the difficulty level?
MODES	Are there various battle options?
CONTROLLER SETUP	Can you assign button functions?
PASSWORD/BATTERY SAVE	Can you record your progress?
CONTROL RATING	How accurate is the hit detection? (0 to 10)
"RAGE METER"	Just how hard does the game rock? (0 to 10)

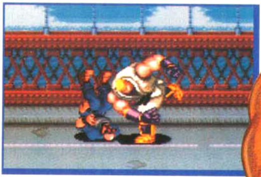
BRAWL BROTHERS

Rick and Doug, better known as "Hack and Slash" or the "Brawl Brothers," are martial arts coaches. Their top three trainees, Lord J., Kazan and Wendy have been kidnapped by a newcomer to Bayside City, Dieter. Either Dieter must not know what kind of trouble he's gotten himself into by kidnapping these three powerhouses or he's just tremendously brainless. Either way, Hack and Slash will pulverize many of Dieter's cloned cohorts in order to rescue their martial arts buds. Each character has several great specialty moves that they can use on demand.



SLAMMED!

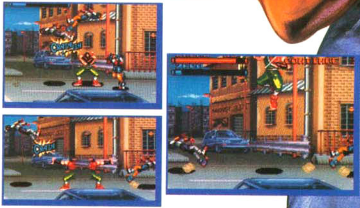
Each character in Brawl Brothers has a special move where they will fling their opponent to the ground with bone-crushing force. The opponent may have enough energy to get up after being slammed, but he won't stay up for long because he's likely to be stunned and you can go in for the attack again with another body slam or one of your other moves.



Ugh! That looks like it hurts. With this vicious body slam, Lord J. takes the wind out of Heckler's sails.

SPECIAL ATTACKS

As stated before, the characters have their own specialty moves. Each character also has one Special Attack move. Kazan, pictured here, has an attack called the Sonic Slam. He crosses his arms, as if in meditation, his body appears to split and then he leaps high into the air. All onscreen enemies will be defeated. When characters use a Special Attack, their energy level will decrease temporarily. The energy expended by the Special Attack will return in a short time unless the character takes another hit.



VS. MODE

Vs. Mode is set up much like the Training Mode in TMNT IV. Each player can select one of the five competitors and go head-to-head in a Street Fighter II-like environment. There's no score to be kept here—it's just practice. Vs. Mode provides a great arena to learn the moves of each character. The strengths and weaknesses of each character can be uncovered here also.

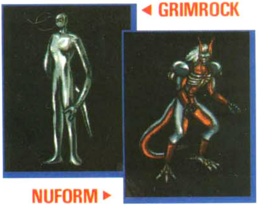
GAME TYPE	12 Meg Street Adventure (a la Final Fight) Street Fight (in Vs. Mode)
NUMBER OF CHARACTERS	5
SELECT LIVES	Yes (0-5)
SELECT CONTINUES	Yes (0-5)
DIFFICULTY LEVEL SELECT	Yes (Easy, Normal, Hard)
MODES	1 Player, 2 Player, Vs. Mode
CONTROLLER SETUP	Yes
PASSWORD/BATTERY SAVE	No
CONTROL RATING	7
"RAGE METER"	7

DOOMSDAY WARRIOR™

The forces of evil are closing in on the Earth in the form of the Doom Squad. The evil enchantress, Main, has arrived and has commissioned seven bringers of doom (the Doom Squad) to take over the Earth for her. Five of the Doom Squad members are from Earth, but two are from Main's home planet, Dizzen. Your job is to pick one of the Doom Squad members to defend the Earth and to be its champion. In other words, you begin the game by selecting Main's traitor and you use that character to fight all the others. Each character has certain moves that only he can use, but no one fighter is better than another. This is a common theme in street fighting games.

DOOM SQUAD

Sledge, Layban, Amon, Daisy, P-Lump, Grimrock and Nuform comprise the Doom Squad. They are the warrior elite. Grimrock and Nuform are not of this Earth. Grimrock's tail is a deadly weapon and he uses it with precision. Nuform is organic metal. It can change its shape on demand and often takes the shape of blunt instruments.

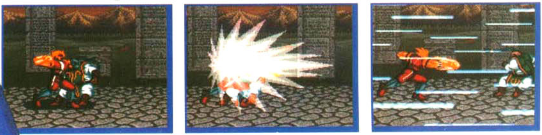


◄ GRIMROCK

NUFORM ►

SPECIAL ATTACKS

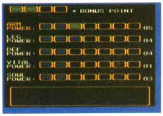
The Special Attack that each Doom Squad member possesses will deliver a mighty blow to any opponent. Each Special Attack looks different, but the effect is the same . . . ouch! To get into the best position to use a Special Attack, jump over your opponent and turn around when you land. Try various Button combinations to find the Special Attack.



GAME TYPE	8 Meg Futuristic Street Fight
NUMBER OF CHARACTERS	7
SELECT LIVES	N/A
SELECT CONTINUES	Unlimited
DIFFICULTY LEVEL SELECT	Yes (Easy, Normal)
MODES	1 Player, Vs. Game (2 Player)
CONTROLLER SETUP	Yes
PASSWORD/BATTERY SAVE	Character Password
CONTROL RATING	7
"RAGE METER"	6

MORE WARRIORS

Once your chosen character has trounced the other six members of the Doom Squad, you'll be required to fight Shadow and Ashura before coming face-to-face with Main. Shadow is actually the outline of your own character. It possesses the same powers as you do. Ashura is very strong and has six arms to pound you with.



FATAL FURY

Out of the five games we are reviewing here, Fatal Fury comes the closest to Street Fighter II. The overall concept is the same: many fighters have entered a competition. Most have entered for various reasons, but all of the fighters want a shot at the head honcho, Geese Howard. The map of South Town looks strangely familiar, a definite Final Fight influence. It's a good game, but Takara does not score high in originality points with Fatal Fury.

FATAL VARIETY

Fatal Fury scores on the amount of characters you can choose to fight as and choose to fight against. In the Street Fight Mode, Player 1 gets his choice of three ace martial artists: Terry Bogard, Andy Bogard and Joe Higashi. Player 2 can select one of those fighters or can choose from eight other characters as well! The variety only strengthens the game because it adds a degree of unpredictability.

PAO PAO CAFE
TUNG FU RUE

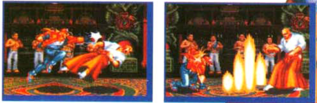
Tung Fu Rue is old, but he is far and away wiser than any other fighter around.

PAO PAO CAFE
RICHARD MYER

Manager of the popular Pao Pao Cafe, Richard Myer's fighting power is delivered with ferocious kicks.

ATTACK FURY

The characters in Fatal Fury have some pretty outstanding Special Attacks. They range from a simple Power Punch to Geese Howard's Violent Wave. The informative instruction manual details how to perform each character's Special Attack. Like Street Fighter II, the Special Attacks in Fatal Fury use combinations of Controller Buttons and directions. Supreme knowledge and control over your characters' Special Attack will be essential in overcoming all of the foes and making it to the fight with Geese Howard.



STREET FIGHT

Opting for Fatal Fury's 2-Player Mode allows you and a friend to go head-to-head and explore all of the areas of South Town and to practice with every possible matchup the game can throw at you. Player 2 is in the driver's seat in this mode because he can choose any one of the 11 fighters in the game while Player 1 can only choose three. To get to the other "boss" fighters, Player 2 should press Down on the Controller while on the screen that shows Joe, Andy and Terry.

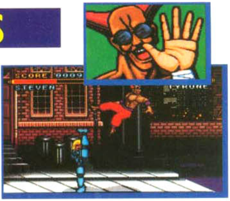
PAO PAO CAFE
RAIDEN
HOWARD ARENA
DREAM AMUSEMENT PARK

GAME TYPE	12 Meg Street Adventure (a la Final Fight) Street Fight (2-Player mode)
NUMBER OF CHARACTERS	3 (Player 1), 11 (Player 2)
SELECT LIVES	N/A
SELECT CONTINUES	Yes (3, 5, 7, infinite)
DIFFICULTY LEVEL SELECT	Yes (1-8)
MODES	Champion Battle (1 Pl.) Street Fight (1 Pl. vs. 2 Pl.)
CONTROLLER SETUP	Yes
PASSWORD/BATTERY SAVE	No
CONTROL RATING	7
"RAGE METER"	8

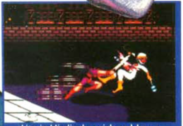
STREET COMBAT

Out of the five street fighting games we are reviewing in this issue, Irem's Street Combat probably ranks fifth. The game is not as deep as the others, nor does it have an involved storyline. The between-fight cinema scenes, while somewhat humorous, are limited to single-line dialogue. The characters are relatively small and the character animation is robotic and not as lifelike as the animation of the characters in the other four games. Those points aside, Street Combat still provides a pretty good challenge with the Special Attacks coming quickly and often, especially on the Hard and Super levels of difficulty.

THE COMBATANTS



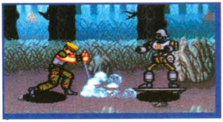
Tyrone, your first challenge, is very strong. Jump over him and attack from behind. Use the same tactics on Dozo and G.I. Jim. Helmut, on his hoverboard, and Lita can be more difficult to defeat. Use a combination of moves on them. Not surprisingly, C.J. is the most difficult to defeat. Constantly attacking him is the only sure way to victory.



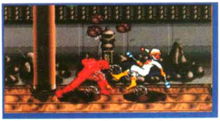
Lita is blindingly quick and has a very powerful Special Attack. She has a tendency to use it when you least expect it.

SPECIAL ATTACKS

Each character in Street Combat has their own Special Attack. On the Option screen, you can select which Button you use for your Special Attack. Using the Special Attacks won't deplete your energy. You can use them as often as you like and are best used at a distance.



Helmut can drive his sabre deep into the ground to unleash his steaming Special Attack. Jump over it!

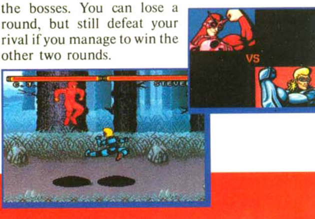


C.J. has more than one Special Attack. He tosses a weapon and can attack with a fireball move, too!

GAME TYPE	8 Meg Street Fight
NUMBER OF CHARACTERS	8
SELECT LIVES	No
SELECT CONTINUES	Yes (1-5 on Easy and Normal levels, 1-3 on Hard and Super levels)
DIFFICULTY LEVEL SELECT	Yes (Easy, Normal, Hard, Super)
MODES	1 Player Vs. computer, 2 Player
CONTROLLER SETUP	Yes
PASSWORD/BATTERY SAVE	No
CONTROL RATING	4
"RAGE METER"	3

VS. CPU MODE

In the Vs. CPU Mode, you'll tangle with, one by one, each of C.J.'s six henchmen. If you manage to defeat them all, you'll come face to face with C.J. himself! A "best-2-out-of-3" rule applies to all of the battles with the bosses. You can lose a round, but still defeat your rival if you manage to win the other two rounds.

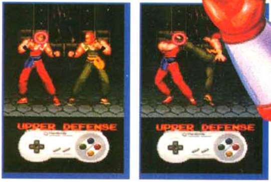


ULTIMATE FIGHTER

Culture Brain's Ultimate Fighter is the game that is the most involved and definitely has the most options out of these five fighting games. This is the game's strong point. The instruction manual is an essential tool in understanding how each of the modes work. It's also an immense help when figuring out the Special Moves and Attacks for Rick and the other fighters. Techniques depend on which mode you're playing in and which character you're using.

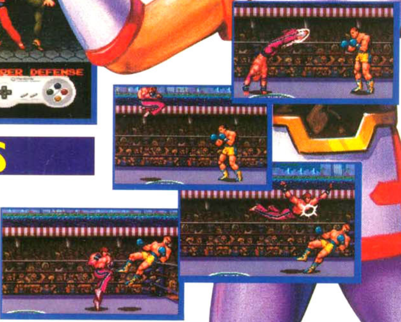
SHINGAN SYSTEM

Using symbols to mark vulnerable spots on your fighter's body and your opponent's body, the Shingan System teaches you how to properly defend and attack. Attack a single area of your opponent's body until he begins to defend it. Now move on to another area.



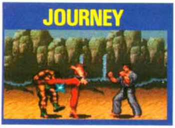
SPECIAL ATTACKS

Learning the defensive moves and Special Attacks for each type of fighter in Ultimate Fighter will take quite some time. It won't be an easy task considering the fact that there are eight styles of fighting represented. Those styles are: kung-fu, wing-chun, boxing, muay-thai, karate, U.S. karate, and two forms of wrestling. The instruction manual is an invaluable source of information. You'll need it!



MANY MODES

It's difficult to explain in chart form how each mode works and how it relates to or is different from any other mode. Suffice it to say that playing in Ultimate Fighter's various modes is enough to keep you busy for many hours on end. The options are great!



TOURNAMENT

VS TOURNAMENT

GAME TYPE	12 Meg Fighting Adventure (a la Final Fight) Street Fight (Vs. Tournament/Battle Mode)
NUMBER OF CHARACTERS	1 in Journey/Animation Modes (builds to 5) 1 in Battle Mode Up to 8 in Vs. Tournament Mode
SELECT LIVES	No
SELECT CONTINUES	No
DIFFICULTY LEVEL SELECT	Yes
MODES	Journey, Animation, Vs. Tournament, Battle
CONTROLLER SETUP	No
PASSWORD/BATTERY SAVE	Password
CONTROL RATING	6
"RAGE METER"	7

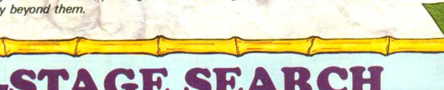
POCKY & ROCKY™

NOPINO GOBLINS GONE BAD

Natsume's new Super NES title stars Pocky and Rocky, two Nopino Goblins who are trying to reform their enchanted goblin brothers. The view is from overhead, and the action is straight-forward, shoot'em-up fare. The characters can interact in the two-player mode: if one dashes into the other, he'll send him spinning around the screen, wiping out enemies as he goes. Looking at the characters, you might think that the game is intended for young players, but the difficulty level is probably beyond them.

A SIX-STAGE SEARCH

The game is more difficult than it first appears to be. Rocky and Pocky search six levels, each packed with enemies that just keep coming. You can't clear all enemies from most areas—shoot as they approach and get moving before another wave comes at you.



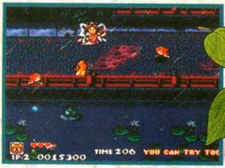
© 1993 Natsume

THE HAUNTED SHRINE

To enlist Pocky's help, Rocky explains that their fellow goblins have lost their minds and are destroying the land. The pair sets out to get to the bottom of their mysterious behavior. As you begin, you can choose to be either Rocky or Pocky. Rocky throws pointy leaves; Pocky deals deadly cards.

LOOK UP FOR POWER-UPS

As you pass the pond in the Haunted Shrine, be sure to shoot the frog on the lily pad. When you do, a benevolent floating being will drift overhead, dropping several Power-Up items. If you search thoroughly and fire at the right places, you'll find one of them in every stage.

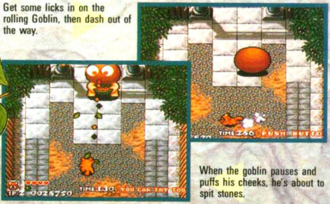


Pause long enough to pick up the Power-Ups.

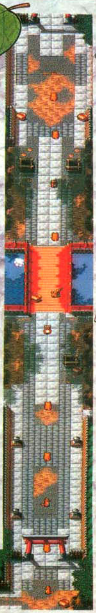
BEAT THE BIG GOBLIN

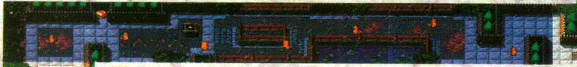
In this game, you don't so much destroy enemies as you do knock some sense into them. After fighting your way through the halls and gardens, you'll come face-to-face with a big goblin with a bad attitude. He sometimes curls up into a big ball and steamrollers around. Other times, he pauses long enough to spew a stream of stones. Dash to stay clear.

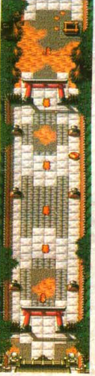
Get some licks in on the rolling Goblin, then dash out of the way.



When the goblin pauses and puffs his cheeks, he's about to spit stones.





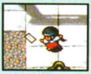


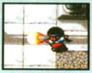
START

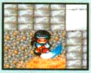
MANY MOVES

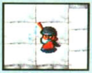
Press B to make Rocky swish his tail or Pocky swing the Magic Stick. Hold B down to make Rocky become a stationary statue and Pocky do a super spin.

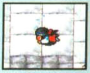
POCKY


Ⓐ OR Ⓨ CARDS

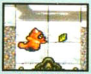

Ⓐ OR Ⓨ FIRE

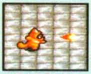

Ⓑ SPIN

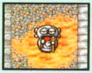

Ⓑ SWING

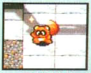

Ⓧ DASH

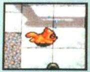
ROCKY


Ⓐ OR Ⓨ LEAVES


Ⓐ OR Ⓨ FIRE

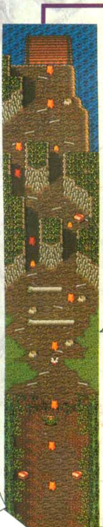

Ⓑ STATUE


Ⓑ SWISH


Ⓧ DASH

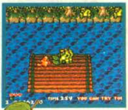
THE ENCHANTED FOREST

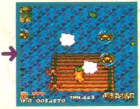
After you knock the sense back into the goblin at the end of Stage 1, you learn that a mysterious character shrouded in a black mantle must be behind the evil antics of the other Nopino Goblins. When you set foot in the Enchanted Forest to continue your search, be prepared to fight off scads of attacking chipmunks and avoid the fireballs that the Snakeys spit.

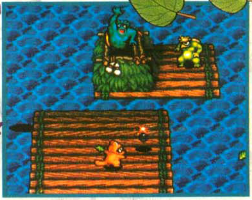


RIDE THE RIVER RAFT

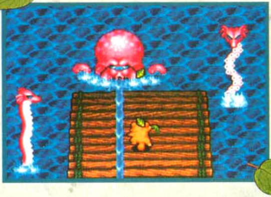
Lizard Men swim in from the shore, jump onto the raft and try to drown. Watch for their shadows and start shooting at them as soon as they board your raft. Try to get a hit on them before they dive from shore.





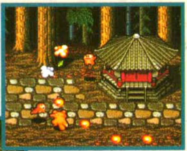


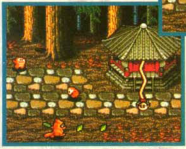
Stay clear of the bombs when they're about to explode, and keep firing at the Crabs and Lizard Men.



SNEAKY SNAKES

The jungle huts are inhabited by Snakes. You can either attack them before they fire or stand back far enough to dodge their spreading spray of fire. It is possible to defeat the Snakes, but you might find it easier to hurry by when they retreat.

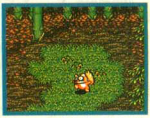




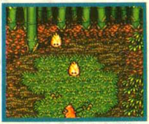
It's your choice: Stand and attack or scurry by.

TROUBLE UNDERFOOT

Keep moving. Tell-tale ripples show that plants are about to appear.



Movement underfoot means trouble.



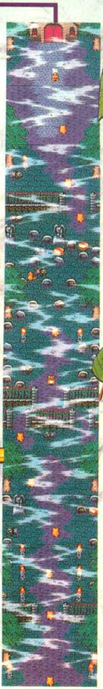
Don't touch the prickly plants.

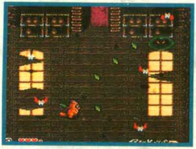
THE CEMETERY

Restless zombies pop unexpectedly from beneath the tombstones in the cemetery stage, and fire-belching bats attack in the darkness. Your goal in the first part of the stage is to make it to the house at the cemetery's edge, but that's easier said than done. The onslaught of enemies is so relentless that only clever goblins will pass through the door to explore the rooms beyond.

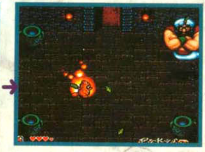
DARE YOU GO THROUGH THE DOOR?

Just when it looks like you're home free, the great metal door swings shut in your face, and you find yourself facing a ruthless grim reaper. It's wise to have a Bomb attack in reserve when you fight this fearsome guardian.

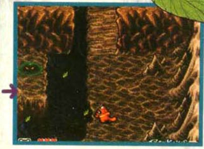




The exit from the first room remains blocked until you squash several green slimes.



You must attack the Genie in the second room as he floats from vase to vase.



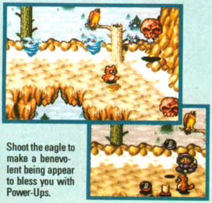
When you exit the house, the terrain shifts back and forth, making travel tough.

MEET THE MANTLE

If you've survived the cemetery stage, you'll probably feel that the worst is behind you. Wrong! The last three stages are REALLY challenging.

BATTLE IN THE SKY

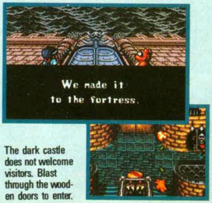
At the end of Stage 3, Pocky and Rocky learn that the Gorgonzola Goblins are part of their problem. They can see the Gorgonzola Fortress in the distance, but they have to reach a sky ship to get there.



Shoot the eagle to make a benevolent being appear to bless you with Power-Ups.

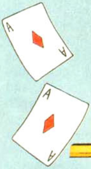
THE FORBIDDEN CASTLE

Gorgonzola Castle is a forbidding fortress. Inside, many of your good goblin friends are kept in cages. As Pocky or Rocky, you have to fight your way through the heavily guarded castle in order to free them.



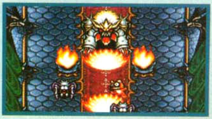
We made it
to the fortress.

The dark castle does not welcome visitors. Blast through the wooden doors to enter.



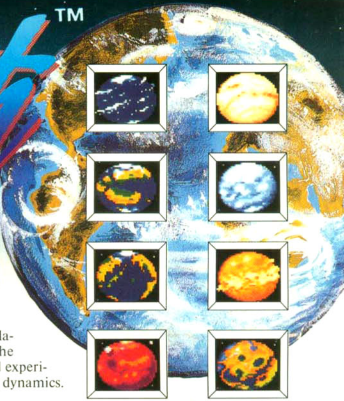
THE BLACK MANTLE

After they free their friends, they must brave the dungeons to find and fight the Black Mantle.



SimEarth™

The Living Planet



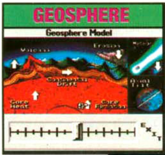
SimEarth from FCI is a faithful adaptation of the fascinating PC simulation from Maxis in which you manipulate a planet and its life forms. The scope of SimEarth is staggering, but the simulation takes patience and experimentation to master, because it models real phenomenon and complex dynamics.

LIFE, THE UNIVERSE, AND EVERYTHING

SimEarth isn't merely a simulation. It is really a collection of simulations, or mathematical models, that controls what takes place on your planet, and all of the models are interacting with each other all of the time. As a planetary engineer, it's your job to balance the systems so they create the conditions necessary to support and sustain life. Once life appears, you'll also control the Biosphere, which consists of all the lifeforms on the planet. If you're good at it, you'll be able to encourage lifeforms to develop and flourish, and perhaps even to create intelligent life and civilization!

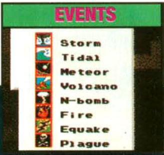
SimEarth contains many ways to experiment. You can begin with a newly created planet, or with the Evolutionary time scale (when life first appeared), a Civilization time scale, or with the beginning of Technology. Your options also include having unlimited power to manipulate the planet or limited power that you must budget to accomplish your goals. There are also scenarios in which you take an existing planet that needs help to sustain life—Mars, for instance.

When viewing your planet as a map or spinning globe, you can check its overall condition, including air temperature, ocean currents, elevations and rain fall. The close-up view allows you to manipulate the land, raise mountains, plant forests or cause tidal waves. Charts help you monitor atmospheric gases and the diversity of species. But tinkering isn't enough. You need a plan.



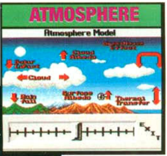
GEOSPHERE

Geosphere Model
Volcano
Erosion
Meteor
Continental Drift
Axial Tilt
Core Heat
Core Formation



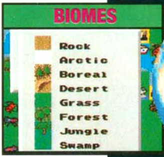
EVENTS

Storm
Tidal
Meteor
Volcano
N-bomb
Fire
Equake
Plague



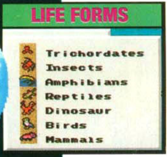
ATMOSPHERE

Atmosphere Model
Greenhouse Effect
Solar Input
Cloud Albedo
Cloud
Rain Fall
Surface Albedo
Thermal Transfer



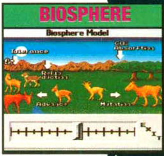
BIOMES

Rock
Arctic
Boreal
Desert
Grass
Forest
Jungle
Swamp



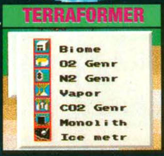
LIFE FORMS

Trichordates
Insects
Amphibians
Reptiles
Dinosaur
Birds
Mammals



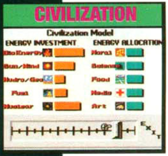
BIOSPHERE

Biosphere Model
Tolerance
CO2 Absorption
Advice
Mutation



TERRAFORMER

Biome
O2 Genr
N2 Genr
Vapor
CO2 Genr
Monolith
Ice metr



CIVILIZATION

Civilization Model
ENERGY INVESTMENT
ENERGY ALLOCATION
BioEnergy
Sun/Wind
Hydro/Geo
Fuel
Nuclear
Moral
Science
Food
Medic
Art

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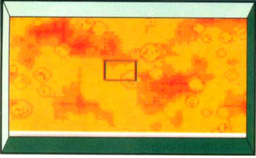
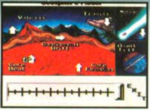
AND THEN THERE WAS LIFE . . .



Your first goal is to create a single celled life-form from the lifeless, primitive soup of the young planet. It isn't as difficult as it seems, and if you follow the steps outlined here, it will show you how SimEarth's models can be manipulated. You'll also learn that for every action you take, there will be a reaction somewhere on the planet. A big part of playing SimEarth is determining what causes what. For instance, if you want to heat up the planet, you can increase Solar Impact, decrease Cloud Albedo, increase the Green House Effect or reduce Surface Albedo . . . and that's just for starters. As you play, change only one system at a time, then look for an effect.

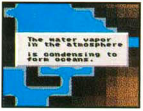
1. THE GEOSPHERE

Your first task is to create oceans from which life will spontaneously generate. On the Geosphere Model screen, increase both the Volcano and Meteor systems. The dust and gases will help form an atmosphere.

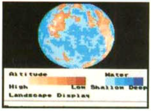


2. THE ATMOSPHERE

Now go to the Atmosphere Model and increase Cloud Cover and Rainfall nearly to the maximum levels. Return to the main map and use the Altitude setting to watch your oceans forming.

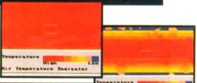


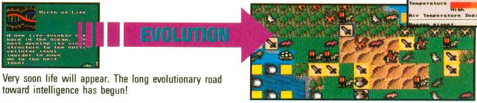
The water vapor in the atmosphere is condensing to form oceans.


Altitude
Water
High
Low
Shallow
Deep
Landscape Display

3. TEMPERATURE

When much of the surface is a shallow ocean, reduce the Cloud Cover and Rainfall and increase Solar Impact slightly to warm the planet. Balance the Water Temperature so that much of the planet is in the yellow to orange range.


Temperature
High
Low
Air Temperature Indicator

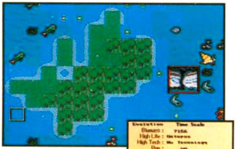

Birth of Life
EVOLUTION

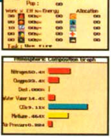
Very soon life will appear. The long evolutionary road toward intelligence has begun!

SIMEARTH VS. SIMCITY: CAUSE AND EFFECT

Although both SimEarth and SimCity were designed by Maxis, the games are very different and should not be confused. In SimCity, the map of the city and the growing or declining zones give immediate visual feedback that's easy to understand. In SimEarth, there are more factors to manipulate and it is more difficult to see the causes and effects. You'll have to spend more time in SimEarth studying charts and maps to get the big picture, which some players will find to be tedious work.

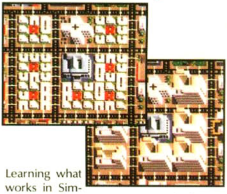
SimEarth




Evolution
Time Scale
Biomass :
High Life :
High Tech :
Pop :
Work
Energy
Allocation
Task :
Atmospheric Composition Graph
Nitrogen
Oxygen
Dust
Water Vapor
CO2
Methane
Air Pressure

The tiny tiles used in SimEarth are visible only in the close-up view and give poor visual feedback. You must constantly switch between maps, Models and charts to see what's happening.

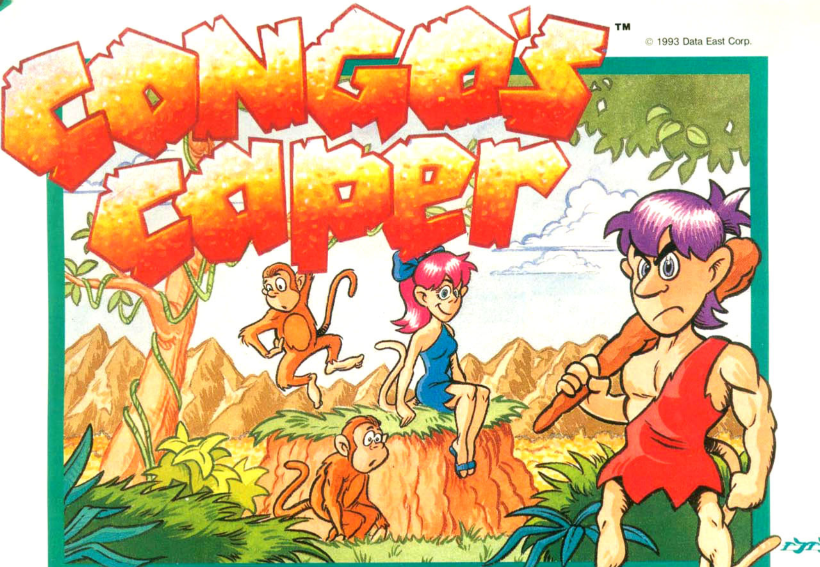
SimCity



Learning what works in SimCity is easy because you can watch dramatic changes take place quickly. Causes and effects in SimCity are visual. For instance, if you place a Library near a Residential Zone, the Residential Zone will grow rapidly.

CONGO'S CAPER™

© 1993 Data East Corp.



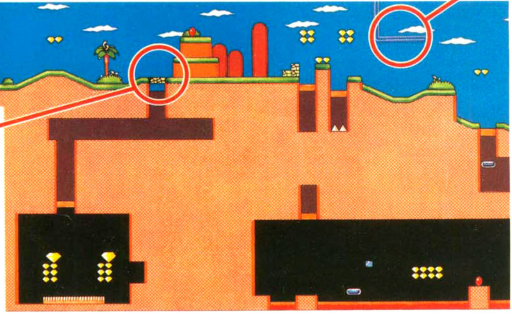
MONKEY BUSINESS

An evil villain has made off with Congo's girlfriend and now he must save her. Sound familiar? It's a familiar tale, but Data East has a good game here, nonetheless.

VALLEY STAGE

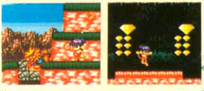
AREA 1

When Congo begins his adventure, he'll set off through the Valley Stage. A stage select feature with four stages to select from comes into play after you complete the Valley Stage.



BLOCK-BUSTER

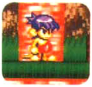
To break through these Blocks, thump a Fuzzyneck once, push him into position and then swat him again to send him flying. If positioned correctly, he will break the Blocks as he flies off of the screen.

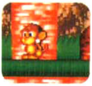


AN EVOLUTION REVOLUTION!

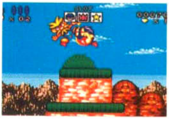
Although Congo's Caper is a fairly easy platform action game, it's really fun to play because the game has excellent play control, a fun premise and humorous, cartoon graphics. It's aimed at younger players, but since the game has 35 areas and 10 Bonus Stages, it has very good play value.

MONKEY-BOY WONDER

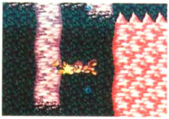




Congo is a nimble little tyke. This, of course, is due to the fact that he is part boy, part ape. Congo evolves into his boyish form with the help of magic Rubies. When he is a boy, he is a bit more agile than in his primate form. He can fend off more enemies when he swings his club. Congo is able to jump very high if you hold up on the Control Pad and press the Jump Button. Congo can also bound off of stunned Fuzzynecks.



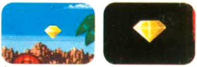
When Congo uses a Super High Jump, he'll spin. Use the powerful spin to crash into enemies to take them out.



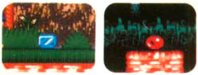
Congo can swim! There are several areas in the game where Congo will be forced to take a dip and battle the tides.

CONGO THE MIGHTY

Congo's Caper is not a difficult game. However, it isn't very forgiving when it comes to getting hit by enemies. If Congo takes one hit in his boy form, he takes a step back in the evolutionary chain and becomes a monkey. By collecting a Ruby, he will instantly change back into a boy. Be sure to break open the large red containers to find Rubies and other valuable items like Diamonds and Sapphires.



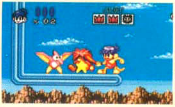
By collecting 100 Small Diamonds, Congo will earn a 1-Up. Large Diamonds are much more sparse in the game, but they will net Congo an instant 1-Up.



The blue Sapphires will cause the Slot Machine to spin. Earn 1-Ups by matching the symbols in all three windows. The Rubies allow Congo to power himself up.

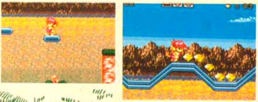
PTERANODON

Any time you see a pink Pteranodon like the one in the photo, do your best to grab it! If you reach one, it will reward your efforts by taking you to a Bonus Stage. In the Bonus Stages, Congo will be able to gather numerous Power-Up Items and valuable Diamonds. Grabbing a Pteranodon usually entails using a Super High Jump to get up to where it is hovering.



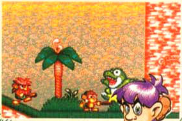
RIDE THE LIFT

Most moving platforms won't take Congo very far, but they will move him vertically, horizontally or diagonally. This particular platform will take him high enough to get on top of the tall rock shaft and get the Container.



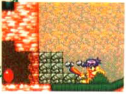
GREEN MEANIE

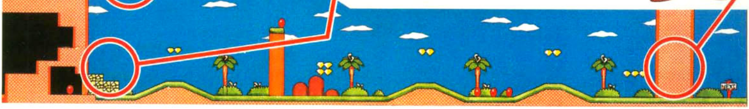
This green, winged dino appears to be in need of something to eat. Don't let Congo become the main course! When the dinosaur approaches, stand your ground and keep swinging your club. He will charge a couple of times, but he should always run into the painful end of your weapon. Five direct hits will do him in.



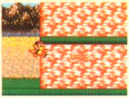
MORE BLOCK BREAKING

This Power-Up Container has been situated behind a stack of Blocks. Congo simply has to thrash away at the Blocks with his club to break them away and collect the prize. It will be necessary to crouch down to break some of the Blocks. In later stages, Congo will have to jump and swing to break out some Blocks.



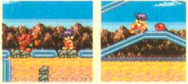


ITEM CLIMB

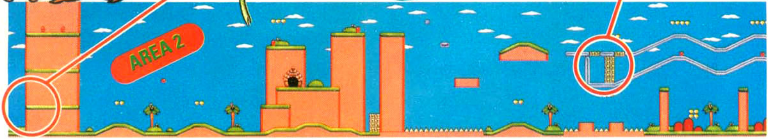


There's gold in them thar hills! Well, there's isn't any gold, but there are a couple of nice Power-Up Items to be found and collected. To scale the mountain quickly, thump one of the Fuzzynecks on the noggin and then use him as a springboard to get Congo up to the next level in a hurry. Beware of Fuzzynecks patrolling the upper ledges.

GET DOWN!

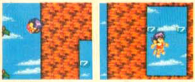


Use one of the dimwitted Fuzzynecks to break out the Blocks in this area so you can get down to the replenishing Power-Up items. Use your club to break away the remaining Blocks.



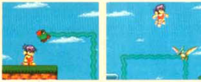
SECRET AREAS

Now, it looks as if the Power-Up Items in this area are going to be unreachable. Not so. Congo can walk right through what appears to be solid rock. There are four such formations in Area 3.



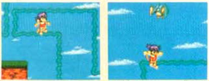
JUNGLE BOY

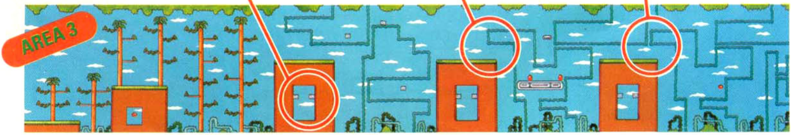
Congo will finally get to try out that Tarzan impersonation he's been working on. Just jump from branch to branch and from vine to vine throughout this Area. Congo will automatically latch on to a branch or vine if it comes within his reach.



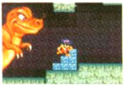
DIVE BOMBERS

The Pteranodons in this Area are more intelligent than others. Several of the critters will dive-bomb Congo as he makes his way jumping from vine to vine. Stay low and keep moving to the right.

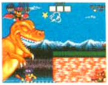




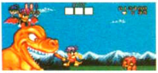
T-REX AND THE DEMON-KID



Defeating the T-Rex is far easier than it looks. Stand under its claws and swing away. Even though it appears that you aren't hitting anything—you are. The enormous beast will soon bite the dust.



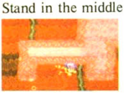
Swing like a madman when standing in this area, but watch out for Fuzzynecks!

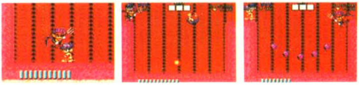


Take out the Fuzzynecks that approach from the right. They can be bothersome.

THE DEMON-KID

To put the Demon-Kid in his place requires fancy footwork. Stand in the middle of his lair and wait for him to swoop down. Swing the club when he approaches and dodge any fireballs that he tosses. When he shoots out a purple spread-bomb, High Jump up to the opposite ledge until it passes.





SPIKES!

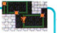
Ah, yes. The spikes. Antagonists of video game heroes everywhere. Obviously, the key thing here is to avoid coming in contact with them. Even if Congo is fully Powered-Up, one touch of a spike will spell doom.

SPEEDING STAGE

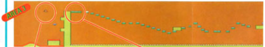
This must be called the Speeding Stage because there are certain areas here where Congo will have to high-tail it to make it safely through. Beware of dangerous spikes and a huge rolling stone. Remember Raiders of the Lost Ark? This time there's lava involved!

The first area in the Speeding Stage involves riding numerous moving platforms.

Here's that giant stone! Make use of Congo's speed by pressing the L or R Buttons.

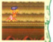


The fourth area is not very difficult, but Congo will be dodging everything in sight.



PTERANODON TAKE ME AWAY!

Area 3 is the most difficult section of the Speeding Stage, but a pink Pteranodon is waiting for Congo near the beginning of Area 3. Use the platform and a High Jump to elevate Congo up to the bird. If you touch it, you'll fly off to a Bonus Stage, but if you miss it, the platform will fall. Congo can also reach the bird by running fast and jumping off of the highest point of the rock wall to the right of it.

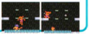


AFRAID OF HEIGHTS?

This section is probably one of the most difficult in the game. You must use a combination of precise jumping and proper use of the L and R Buttons to make it through. The platforms appear and disappear quite rapidly. If that weren't enough, there are dive-bombing prodactyls to worry about. One wrong move and Congo will take the big fall to the deadly spikes below.

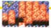
NINJA MASTER

The boss of the Speeding Stage is quite a speedster himself! The Ninja Master blazes about the room by disappearing and reappearing in another location. You'll find there are certain areas in which he is likely to appear. Wait near those areas until he appears and then smack him with your club. Crouch down while swinging to avoid the ninja stars and boomerangs that he throws.

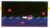


WATER STAGE

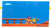
You guessed it. The Water SStage has a lot of...water! That's OK. Congo has excellent swimming skills. To go along with the watery surroundings, an inordinate amount of spikes and other sharp objects fill this stage. Be careful where you tread.



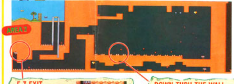
The tide rises and falls in the first area. Wait on a platform until it rises again.



The third area scrolls automatically. Hold down the L or R Button while swimming.

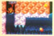


A Viking ship is where Congo finds himself in the fourth section of the Water Stage.



E-Z EXIT

Instead of going to the right and all the way through this area, you can take the easy way out and go for this exit sign. It's fast, but doing so will cause you to miss a lot of Power-Up Items and the Bonus Stage.

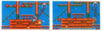


DOWN THRU THE WALL

It doesn't look like there's a passageway here, but there is! By going down through the "floor" and into this secret area Congo can pick up some valuable Items like Rubies and a Large Diamond. Just watch out for the spikes!

THE VIKING

Avoid the two rounds of spikes that the Viking throws at you and attack him from below. There's no need to move up to his level—besides, you could get hit by his grappling hook.



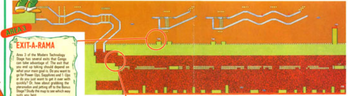
MODERN TECHNOLOGY STAGE

Finally, after dealing with gaggles of Fuzzynecks and pterodactyls, we get some mechanical enemies in the Modern Technology Stage. A whacked-out scientist is creating some exceedingly strange contraptions and is unleashing them directly at Congo.

Press Down and roll up into a ball to speed down the incline and pick up the Diamonds.

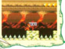
Watch out for Fuzzynecks and try not to get your toes burned in the third section.

The fourth section is short, but various enemies will come speeding directly at you.



EXIT-A-RAMA

Area 3 of the Modern Technology Stage has several exits that Congo can take advantage of. The exit that you end up taking should depend on what your main goal is. Do you want to go for Power-Ups, Sapphires and 1-Ups or do you just want to get it over with quickly? Or, how about grabbing the pteranodon and jetting off to the Bonus Stage? Study the map to see which way suits you best.

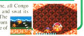


WHERE TO GO?

We always recommend going for the Bonus Stage. That being the case, you should guide Congo through the girders and into this area. From here, he'll make his way to the right along the shelf of Blocks. Wild-eyed Fuzzynecks will come rolling at Congo. Smack them with your club and continue on, but watch out—they will break away the Blocks as they blast through them. Wait until it's clear before proceeding.

DINO CONTRAPTION AND THE U.F.O.

To defeat the dinosaur machine, all Congo has to do is stand on the left and swat its head when it comes near. The U.F.O. isn't so easy. Stay away from it until it lands. Swat it a couple of times and then move away.



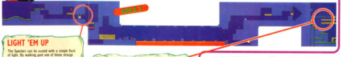
GHOST & GHOULS STAGE

Ooh! Scary! Not even. It's safe to say that this is the most difficult stage overall, but it's actually not scary at all. The ghosts are rather comical. Just keep your eyes peeled for enemies approaching from any direction.

This stage has quite a few pesky enemies like these horizontally moving fireballs.

The Fuzzyneck Specters don't move too fast, but they always seem to be in your face!

More spikes! No section would be complete without an unhealthy dose of these sharpies.



LIGHT 'EM UP

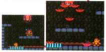
The Specters can be ousted with a simple flash of light. By walking past one of these strange lamps, Congo can rid himself of the undead visions. Walk past the lamp before going for the Ruby or the Specters will nail you for your greed.

TO THE BONUS STAGE

Thump the Fuzzyneck and make him crash through the two Blocks just to the right of the exit sign and then jump down through the opening to get to the pink pteranodon.

THE VAMPIRE

Depending on how you play him, this Dracula wanna-be can be easy or very difficult to defeat. We're guessing that you'd like to know the easy way. When all of the bats come together in a group, jump up and start slashing for all you're worth. Don't try to attack the bats individually.



T-REX'S BELLY

It's not over yet, Congo! You still have a few more areas to get through. On top of that, you've been swallowed whole by a T-Rex! A three-part battle with some seriously evil creatures will put Congo to his ultimate test at the end of the game.

BATTLETOADS
DOUBLE DRAGON™
COMING SOON TO YOUR NES FROM TRADEWEST
I've had it with these good guys!
Together, nobody can stop us!
NINTENDO POWER®

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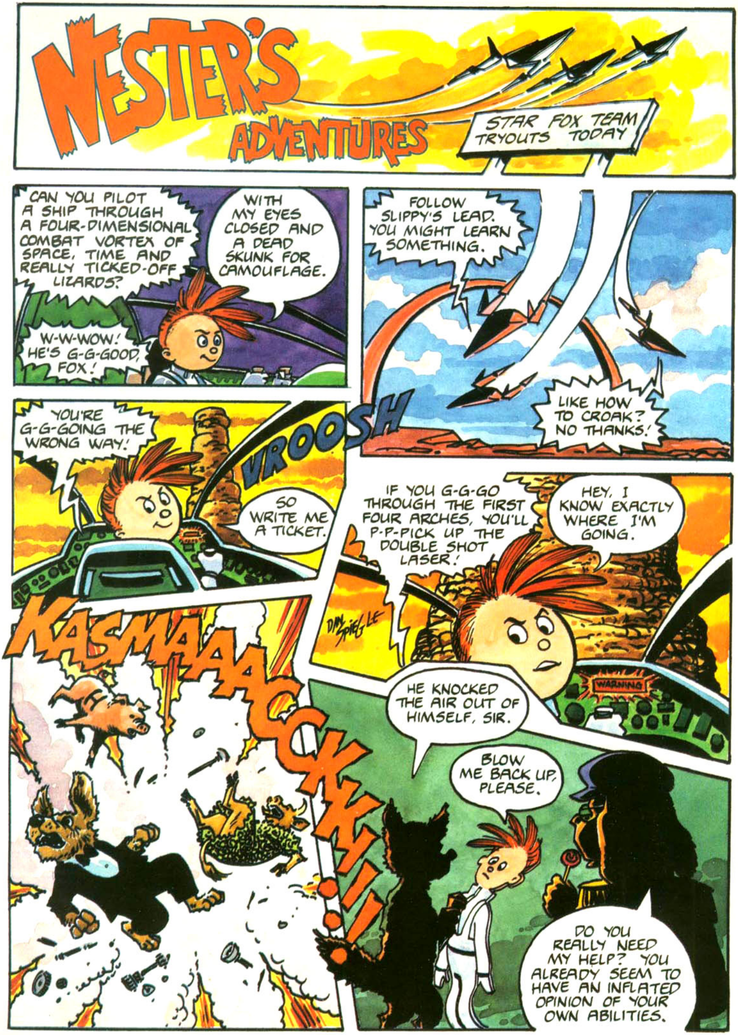
NESTER'S ADVENTURES
STAR FOX TEAM TRYOUTS TODAY
CAN YOU PILOT A SHIP THROUGH A FOUR-DIMENSIONAL COMBAT VORTEX OF SPACE, TIME AND REALLY TICKED-OFF LIZARDS?
WITH MY EYES CLOSED AND A DEAD SKUNK FOR CAMOUFLAGE.
W-W-WOW! HE'S G-G-GOOD, FOX!
FOLLOW SLIPPY'S LEAD. YOU MIGHT LEARN SOMETHING.
LIKE HOW TO CROAK? NO THANKS!
YOU'RE G-G-GOING THE WRONG WAY!
VROOSH
SO WRITE ME A TICKET.
IF YOU G-G-GO THROUGH THE FIRST FOUR ARCHES, YOU'LL P-P-PICK UP THE DOUBLE SHOT LASER!
HEY, I KNOW EXACTLY WHERE I'M GOING.
WARNING
DAN SPIEGLE
KASMAAAACCKK!!!
HE KNOCKED THE AIR OUT OF HIMSELF, SIR.
BLOW ME BACK UP, PLEASE.
DO YOU REALLY NEED MY HELP? YOU ALREADY SEEM TO HAVE AN INFLATED OPINION OF YOUR OWN ABILITIES.

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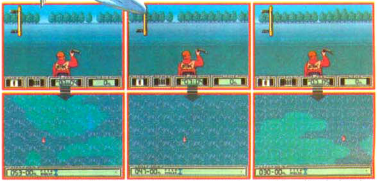
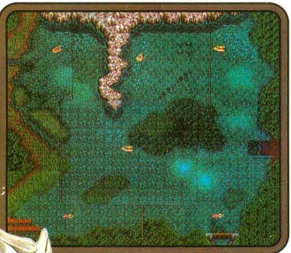
SUPER BLACK BASS™

Anglers of all kinds will be hooked on Super Black Bass, Hot B's new fishing game for the Super NES. Players start at a local tournament and, as they improve, qualify for professional tournaments where the competition becomes tougher. It's a true test of fishing savvy: players' abilities to present the lure and land the lunker bass determine whether or not they qualify for more advanced touranaments. Fish on!



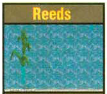
When you enter the fishing mode, you get a close-up look at conditions. Use the L and R Buttons to scroll right or left to check for weeds, reeds or snags.

LOCAL AMATEUR TOURNAMENT



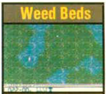
Shallow, rocky Skywater Lake, site of the local tournament, has mostly small fish. To finish among the top three anglers and qualify for the championship, you'll probably have to land a couple of eight-pounders. You can keep up to five bass in your livewell.

Reeds



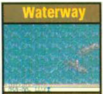
Use a surface lure or Spinnerbait.

Weed Beds



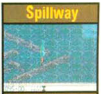
Stay unsnagged with a surface Popper.

Waterway



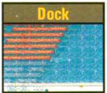
Try Crankbait in the deeper Waterway.

Spillway



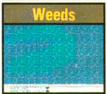
Cast a Swisher into the swift water.

Dock



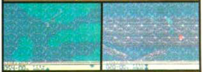
Look for bass lurking near the dock.

Weeds



Crankbait works well in sparse weeds.

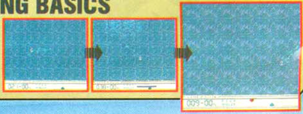
Open Water



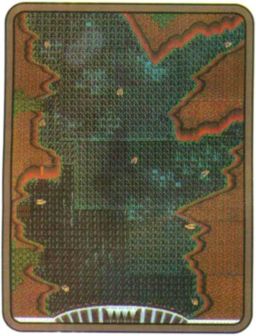
In the deep, open water, use one of the sinking lures to get down to the fish.

BASS FISHING BASICS

Set the hook by quickly pulling the rod left or right. Don't get greedy and end up with a broken line—let the fish tire before you start reeling in. When the upper arrow turns red, it's safe to bring it in.

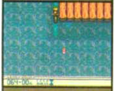


AMATEUR CHAMPIONSHIP



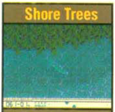
With over 100 amateurs competing, the Amateur Bass Championship is more challenging than the regular circuit. To join the pro ranks, you have to finish among the top three, which will probably take a catch that tips 40 pounds. The championship is held annually on Clear Lake.

Dock



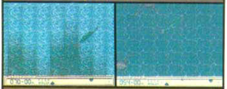
Cast under the dock with a sinker.

Shore Trees



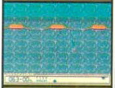
Stay on the surface near the trees.

Open Water



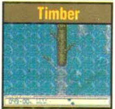
Lunkers lurk in the deep part of the man-made lake. Try the area near the stumps.

Dam



Try Crankbait near the warning rope.

Timber

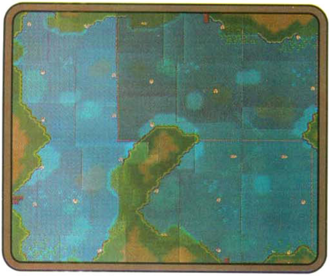


Try your luck near the swamped trees.

Bass or Pass

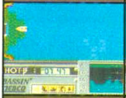
Don't waste time or lose lures on other kinds of fish. Press A and B to reel your lure in quickly.

PRO BASS CIRCUIT



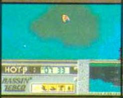
Eighty veteran anglers compete on the challenging Pro Bass Circuit. The three-day tournament takes place on Lake Murphy, a shallow lake with weeds, reeds and lily pads. You'll have to average daily catches of about 85 pounds to be competitive in each round—go for the lunkers.

Round 1



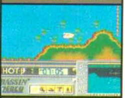
Lake Murphy has lots of good fishing points, many of them near shore.

Round 2

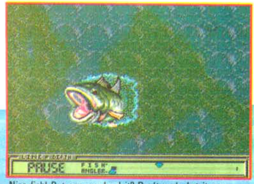


This murky patch of water is a good place to look for the lunkers.

Round 3



On day three, you're limited to fewer favorable fishing points.

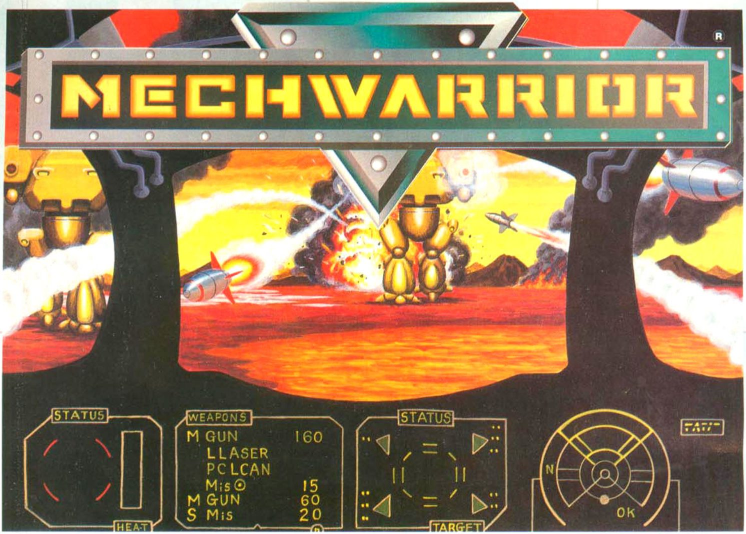


Nice fish! But can you land it? Don't rush. Let it run until it begins to tire, then gain ground gradually.

The top ten anglers from each pro division qualify for the prestigious Super Bass Championship, held annually on Blue Lake, where the lucky fisherman might land a world record. Speed counts when the title's at stake, so fire up the Black, Max, head for the hot spot and hook up a red-hot black bass.

FISH ON!

MECHWARRIOR



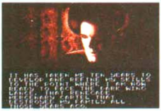
© 1993 Activision ® FASA Corporation

MechWarrior has come a long way from the paper battle RPG of its origin. Activision's Super NES version is the most sophisticated recreation to date. Fine graphics, including excellent Mode 7 effects, are combined with fast action, shadowy plots and enough challenge to keep most Mech Warriors sweating in their cockpits.

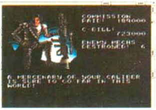
FUTURE IMPERFECT

One thousand years in the future, you are a mercenary Mech Warrior preparing for the day when you find the jackals who murdered your family. In this time, great families wage wars upon each other's home planets using fantastically powerful weapons called Mechs. From your base on the planet Galatea, you'll sell your services in the name of vengeance!

Having trained and honed your skills as a Mech Warrior, the time has come to seek out and destroy the mysterious Dark Wing Lance.



IT HAS TAKEN ME TEN YEARS TO DEVELOP AND REFINE MY SKILLS TO THE POINT WHERE I AM NOW READY TO FACE THE DARK WING LANCE, THAT RENEGADE MERCENARY CARTEL THAT DESTROYED MY FAMILY ALL THOSE YEARS AGO.



COMMISSION PAID: 189000

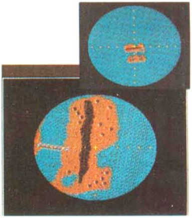
C-BILL: 723000

ENEMY MECHS DESTROYED: 6

A MERCENARY OF YOUR CALIBER IS SURE TO GO FAR IN THIS WORLD!

SKY VIEW

Use the overhead satellite view to scan the entire battlefield.

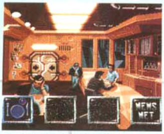


WAYS AND MEANS

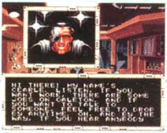
Your search for revenge leads you through areas of strategy and action. Skill as a Mech Warrior may be essential in staying alive in battle, but shrewdness in negotiating contracts, customizing Mechs and piecing together information is also essential if you are to succeed. Always save your game after a successful mission.

GROUND ZERO

The workers and patrons of the Zero-Zero Club on Galatea have sharp ears and a keen sense of profit. Some of what these mercenaries and spies can tell you will lead you to the Dark Wing Lance. Some of it may be false.



The Zero-Zero Club isn't the Ritz. Listen closely and watch your back.

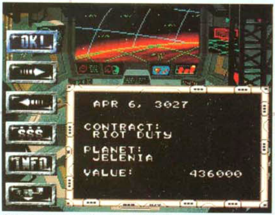


HI THERE! MY NAME'S CEARLE. LISTEN, IF YOU WANT WORK, THERE ARE SOME JOBS ON GALETON, AND IF YOU WANT TO TALK TO SOMEONE, FEEL FREE TO DROP BY ANYTIME. OH, AND BY THE WAY, IF YOU HEAR ANYBODY

Some information is free, and for some, you'll pay dearly.

HARD DAY'S WAR

For every Mech Warrior who lives to tell of his feats at the Zero-Zero is another whose story ended on some scorched battlefield. Fighting is the center of your existence. Know your Mech like the back of your hand.



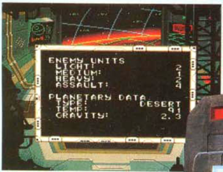
APR 6, 3027

CONTRACT:
RIOT DUTY

PLANET:
JELENIA

VALUE: 436000

Scan the contracts being offered at GHQ, then name your price.



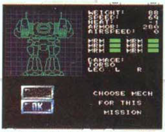
ENEMY UNITS
LIGHT: 2
MEDIUM: 1
HEAVY: 2
ASSAULT: 4

PLANETARY DATA
TYPE: DESERT
TEMP: 91
GRAVITY: 2.3

Check the mission data file for the type of planet and number of enemy Mechs.

MAKING A BUCK

You'll have to have specialized Mechs to fulfill most of the later missions, and that means you need cash. As a mercenary, you can command a high price if you have a proven record. Just don't be too greedy.



WEIGHT: 88
SPEED: 69
HEAT: -1
ARMOR: 280
AIRSPEED: 0

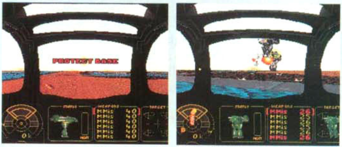
MRM MRM
MRM MRM
MRM MRM

DAMAGE:
TORSO
LEG L R

CHOOSE MECH FOR THIS MISSION

Outfit your Mech for the mission. Do you need extra speed, firepower or armor?

Then make your drop to the planet.

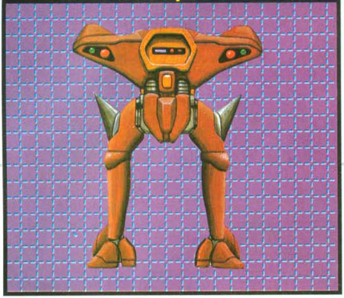


Your mission objective should dictate your strategy, whether you attack, search for items or protect a base.

MECH CHECK

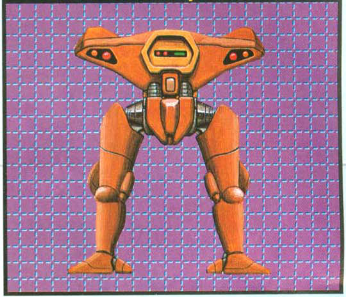
Picking the right Mech for the job is essential. As you complete missions and earn commissions, you'll amass enough C-Bills to buy new Mechs. You can buy up to four, and you can modify each one for special missions.

NEXUS: 625,000 C-Bills



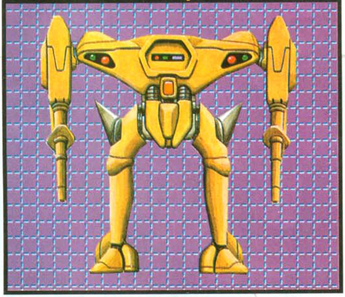
Light and quick, the Nexus is the basic Mech and the model with which you begin the game. They're great for Recon, but early on you must use it for everything.

NEXUS-A: 656,000 C-Bills



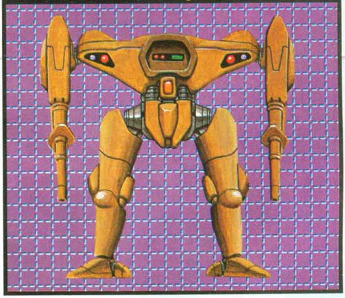
One step up from the basic unit, this light Mech has short range missiles rather than a machine gun. You'll probably want to add some armor and a laser.

NEXUS-B: 727,000 C-Bills



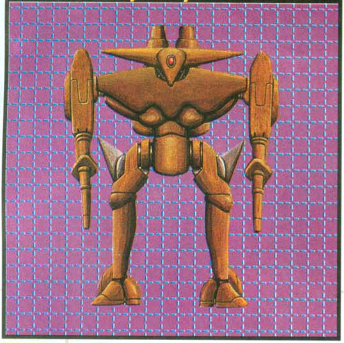
Although still considered a light Mech, the Nexus-B is heavily armed. It can be used for Planetary Assault since its speed allows you to reach the base quickly.

NEXUS-C: 851,000 C-Bills



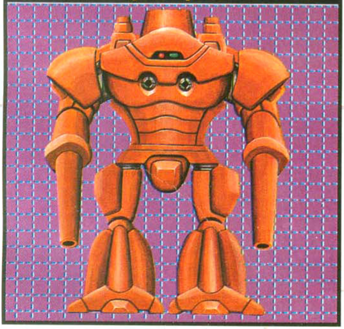
Considerably slower than other Nexus Mechs, the Nexus-C is a powerful weapon, useful in Recon and Planetary Assaults and even Garrison Duty for hunting other Mechs.

FUJIN: 1,081,000 C-Bills



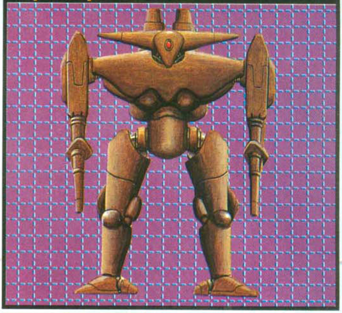
The Fujin is a variation of the Raijin and means "wind" in Japanese. This medium Mech has an armor rating of 88, making it tough enough for Riot Duty.

GRAND CRUSADER: 2,064,000 C-Bills



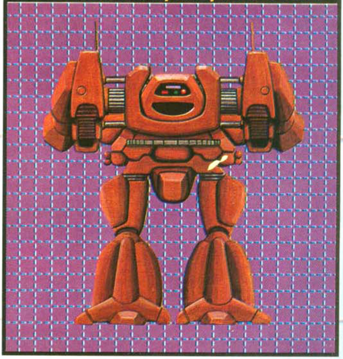
Although comparatively slow, this heavy Mech is well-suited for Siege Campaigns. Watch the heat levels generated by its twin-particle projection cannons. A Mech that overheats is vulnerable!

RAIJIN: 1,176,000 C-Bills



The Raijin's homing missiles are some of the most effective weapons in the game. When standing guard in an Offensive Campaign, you damage Mechs before they close in.

RAGNAROK: 2,432,000 C-Bills



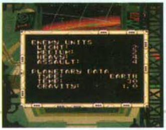
The 85 ton Ragnarok is the king of the battlefield. If you face lots of Mechs in a Siege or Riot situation, this is the Mech to take. It is named after the epic Norse battle that ends the world. Fitting.

MECH STRATEGIES

Mech Warrior is a very complex game, which means that it can be frustrating to game players who want instant gratification. Learn the basics of control in the Practice Mode. Pay attention to the type of mission for which you have contracted. Each of the eight mission types require different tactics and Mechs.

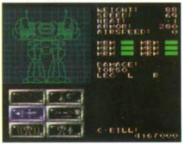
MECHS IN ARMS

Your first contracts will be for Garrison Duty and Riot Duty. Basically these missions require you to blow away everything you see. Riot Duty is just a bit tougher. You need good armor and weapons, so don't waste money on increasing your speed. Buy everything you can afford!



```
ENEMY UNITS
 LIGHT:        [illegible]
 MEDIUM:       [illegible]
 HEAVY:        [illegible]
 ASSAULT:      [illegible]

PLANETARY DATA
 TYPE:         EARTH
 TEMP:            30
 GRAVITY:        1.0
```

Know what you're dropping into. Lots of Mechs means that you need lots of armor.

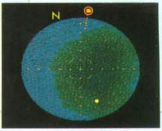


```
WEIGHT:      88
SPEED:       64
HEAT:        -1
ARMOR:      288
AIRSPEED:     0

MRM   MRM
MRM   MRM
MRM   MRM

DAMAGE:
TORSO
LEG    L    R

C-BILL:
        4167000
```

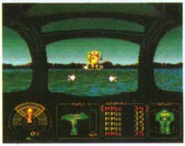
Repair your Mech after a mission and before entering new contract negotiations.

THE BIG PICTURE

The battlefield of Mech Warrior is fluid and forever changing from one second to the next. You can get a grip on the action by using the OWACS, overhead view of the scene. Not only will you see all Mech positions, but also the locations of bases and other features.



The OWACS view and cockpit radar will pinpoint all enemy positions.



Face the enemy Mech by lining up your position using the OWACS.

OFFENSE AND DEFENSE

The so-called Offensive Campaign mission is really an exercise in defense for you. In this mission-type, and the Planetary Assault, you must keep Mechs away from a base. Once you're on the surface, check your radar to see if any Mechs are close to you. If it's clear, go to OWACS, identify the base and Mechs, then head for the base.

MECH MARKET

Speed is vital in Offensive Campaigns, because you never know where you'll be dropped on a planet and you must reach your base before the invaders. Use a light or medium Mech and spend money on Engines and Jump Jets. Maneuverability is doubly useful since you should try to keep all Mechs in front of you.

MGUN
MRMS
MRMS

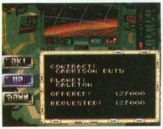
Quickly move close to the base, or on top of it, to keep the attackers at bay.

MGUN 247
MRMS 32
MRMS 34

Target the closest Mechs and blast vulnerable legs with continuous fire.

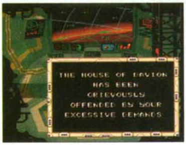
31st CENTURY VALUES

If you think your services are worth more than the current market rate you can request a higher contract amount. For your first mission, don't be greedy, just raise it one increment. On subsequent missions keep raising your price by one more increment up to a total of eight increments after seven missions.



```
CONTRACT:
 GARRISON DUTY
PLANET:
 GALETON
OFFERED:      127000
REQUESTED:    127000
```

Raise the contract amount by one increment more than the last on each turn.



```
THE HOUSE OF DAVION
HAS BEEN
GRIEVOUSLY
OFFENDED BY YOUR
EXCESSIVE DEMANDS
```

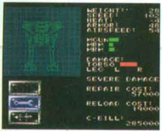
If you try to get rich quick, the contract may be cut in half!

RECON

In the Reconnaissance Raid and Objective Raid missions you must find a requested object while fighting enemy Mechs. Speed is of the essence, so a light or medium Mech should be used with enhanced Engines and Jump Jets. Use the OWACS view to get your bearings, then move quickly. Try to keep out of range of the enemy.

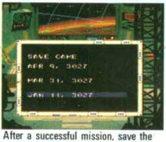
OUTER RANGE

The closer you are to another Mech, the more likely it is that your Mech will be seriously damaged. Stay near the edge of your radar range when possible.



```
WEIGHT:     28
SPEED:     102
HEAT:       -4
ARMOR:      48
AIRSPEED:   54
MGUN
MRM
MRM
DAMAGE:
TORSO
LEG   L    R
SEVERE DAMAGE
REPAIR COST:
         57000
RELOAD COST:
         19000
C-BILL:
        285000
```

Make sure you have a reserve of C-Bills so you can fully repair your Mechs.



```
SAVE GAME
APR 9, 3027

MAR 31, 3027

JAN 11, 3027
```

After a successful mission, save the game. If you mess up, start over from there.

VETERAN RULES

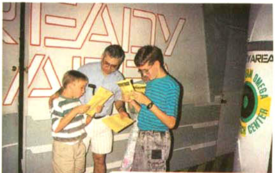
As a rookie Mech Warrior, you're likely to make some mistakes. Listen to the Zero-Zero vets and don't try to do everything at once. Be smart or be vapor!

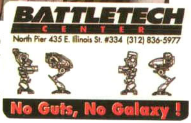
You don't have to destroy every Mech in sight in every mission.

Know what your goal is, then get out with your life and Mech intact!

BATTLETECH

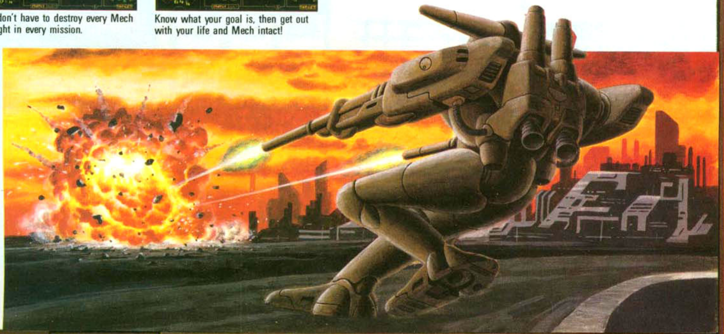
No guts, no glory. That's the theme of Battletech, the almost-virtual reality system that brings Mechs like those in Mech Warrior to life. What Mech Warrior can't duplicate, however, is the excitement of fighting human opponents. Andy Van Camp, winner of the Nintendo Power Battletech Player's Poll spent one morning battling his brother, sister, dad, and a Nintendo Power Editor in a free-for-all that ranged across electronically created landscapes and cost the lives of more Mechs than we care to mention. Soon, new Battletech Centers will be opening in approximately 20 U.S. cities, plus cities in Japan and Europe. If this is the future, you'd better start practicing!





BATTLETECH
CENTER
North Pier 435 E. Illinois St. #334 (312) 836-5977
No Guts, No Galaxy !

With an official Battletech Warrior I.D. card in hand, Andy Van Camp fought and won fierce battles against his family, here seen reviewing their last skirmish.



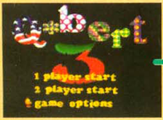
CLASSIFIED INFORMATION

Q*bert 3

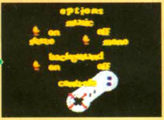
FROM AGENT #993

Bonus Levels

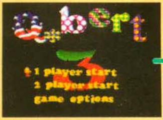
Finishing all of the levels in Q-Bert 3 can be tough but, if you do, you will find a code that will allow you to play 20 bonus levels. To enter the code, go to the option screen when you first turn on the game, press B, Y, Y, Y, B, Y, Y, Y, then press the Start Button to go back to the title screen. Start a new game and you will begin on the first bonus level instead of Level 1. Beware, these levels are difficult!


1 player start
2 player start
game options

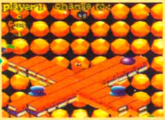
Start the game and go to the option screen.


options
music
on
off
background
on
off
controls

Press B,Y,Y,Y,B,Y,Y,Y and Start.


1 player start
2 player start
game options

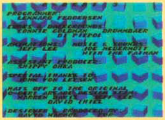
When you go back to the title screen, start a new game.



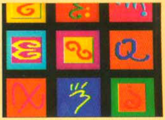
There are 20 bonus levels for you to play.

Background Show

Agent #993 has found a way to see the Credit Screen, as well as view all of the different background screens. When you begin a new game, go to the option screen and hold down the R and L Buttons. The Credit Screen will appear with all of the programmers' names. Press the Select Button and you can scroll through the different background screens.



On the option screen, hold L and R to see the Credits.



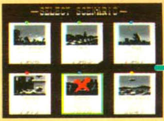
On the Credit Screen press Select to see the backgrounds.

SimCity®

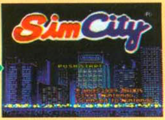
FROM AGENT #647

Erase Saved Data

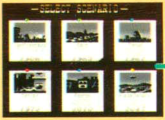
When you complete one of the scenarios in SimCity, a large red X is placed across the scenario. Our agents have found a code that will remove all of the X's from the scenarios. On Controller I Hold B, L, R, Select and Start all at the same time. This code will also erase all the saved games that are on file.


SELECT SCENARIO

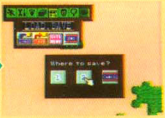
A large red X appears over a completed scenario.



At the Title Screen hold B, L, R, Select and Start.


SELECT SCENARIO

All of the X's will be removed from the scenarios.


Where to save?

Watch out, the saved games will be erased as well!

SKULJAGGER

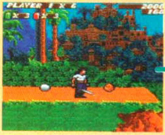
FROM AGENT #114

Hidden Areas

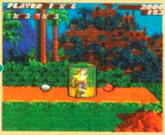
Our Secret Agents have found more of the hidden areas in Skuljagger. Follow the directions below to find some of the Secret Areas in the later Chapters. Use the Fantasy Zones to build up your supply of green jemeralds. If you collect a total of 25 green jemeralds you will receive a 1-Up.

CHAPTER 3 - AREA 1

Fantasy Zone 1

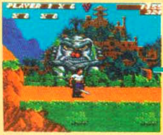


From Start, walk right until you find a rock next to a coconut on the ground.

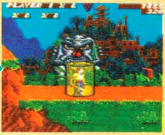


Stand between them and press Down to enter the Fantasy Zone.

Fantasy Zone 2

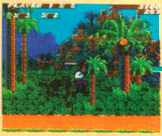


Towards the end of 3-1, look for a statue with a cherry in the middle of it.

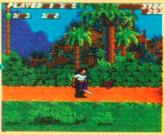


Stand beneath the cherry and press Up six times to enter the second Fantasy Zone.

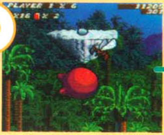
Secret Area



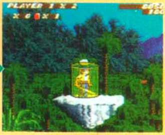
After the first set of rock platforms, look for a coconut in a tree.



Break open the coconut and pick up the Sea-grape Bubble Gum.

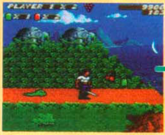


Use the Bubble Gum to bounce up to the hidden platform above.

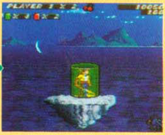


Press the Y Button to pick up the rock and you will find the Secret Exit.

Fantasy Zone 3



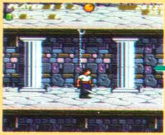
In the Secret Area, find the Snap-cherry Bubble Gum and use it to fly to the platforms above.



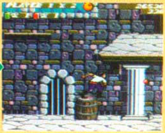
When you jump onto the far right platform, you will enter the Fantasy Zone.

CHAPTER 3 - AREA 2

Fantasy Zone



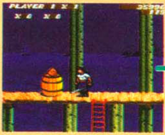
From Start, work your way right until you see two white pillars.



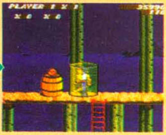
Stand on the barrel and shoot the right pillar with 7 power balls to enter the Fantasy Zone.

CHAPTER 3 - AREA 3

Fantasy Zone



From Start, work your way up the piers until you see a coconut on top of a barrel.



Stand to the right of the barrel and press Up 2 times to enter the Fantasy Zone.

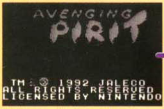
CLASSIFIED INFORMATION

AVENGING SPIRIT

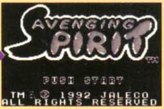
From Agent #481

Expert Level

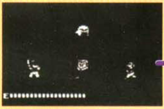
After you have mastered the challenging action of Avenging Spirit on Game Boy, you can use this code to play an even tougher version of the game. To enter the code, wait for the title screen to appear, then push Up, A, and B simultaneously. If you enter the code correctly you will hear a high pitched tone. After you hear the tone, press the Start Button to begin the game. The levels of the game will look the same, but the enemies will be more difficult to defeat, and will do more damage when they hit you.


AVENGING SPIRIT
TM © 1992 JALECO
ALL RIGHTS RESERVED
LICENSED BY NINTENDO

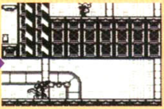
Wait for the title screen to appear before you enter the code.


AVENGING SPIRIT
PUSH START
TM © 1992 JALECO
ALL RIGHTS RESERVED

Press Up, A and B at the same time, until you hear a tone.



When you press Start to begin the game, your characters will be different.



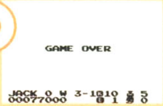
The levels will look the same as the normal game, but the enemies are tougher!

NINJA BOY™

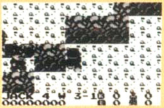
From Agent #682

Continue Code

It can be tricky to make it to the end of Ninja Boy without any continues. Agent # 682 has discovered a way to continue the game from the last stage you were on, instead of having to from the very beginning of the game. When the Game Over screen appears, hold the A Button then press Start. You will continue the game from the first area of the stage you were on but you won't have any of the items that you had collected.



Wait for the Game Over screen to appear before you enter the code.



Hold the A Button and press Start to continue from the stage you were last on.

JAMES BOND JR™

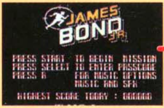
From Agent #317

Sound Test and More

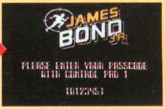
By knowing the special passwords, you can access a Sound Test and see the End Credits of James Bond Jr. by T*HQ. When the title screen appears, press the Select Button to go to the Password screen. Enter the password code 0 1 2 3 4 5, then press Start to go to the Sound Test. Press Left or Right on the Control Pad to scroll through the 11 different pieces of music. If you enter the code 8 8 8 8 8 8, you will be able to see the Ending Credits of the game.

0 1 2 3 4 5 - SOUND TEST

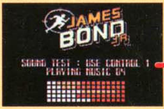
8 8 8 8 8 8 - ENDING CREDITS


JAMES BOND JR
PRESS START TO BEGIN MISSION
PRESS SELECT TO ENTER PASSCODE
PRESS B FOR MUSIC OPTIONS
MUSIC AND SFX
HIGHEST SCORE TODAY : 000000

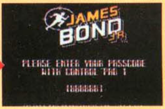
Press Select on the title screen to go to the Password screen.


JAMES BOND JR
PLEASE ENTER YOUR PASSCODE
WITH CONTROL PAD 1
012345

Enter 0 1 2 3 4 5 as your password to go to the Sound Test.


JAMES BOND JR
SOUND TEST : USE CONTROL 1
PLAYING MUSIC 04

During the Sound Test, press Left or Right on the Control Pad to change the music.


JAMES BOND JR
PLEASE ENTER YOUR PASSCODE
WITH CONTROL PAD 1
888888

Enter all 8's as your password to see the Ending Credits of the game.

CLASSIFIED INFORMATION

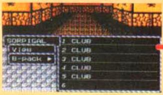
Might and Magic

FROM AGENT #123

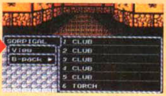
Items Change

Might & Magic for the NES requires many hours of playing in order to get some of the best items. This trick will make short work of item collecting. You can get the best items at the start of the game! Start a new game and form your party at the Inn of Sorpigal. Immediately go to CAMP and TRADE all of the party's clubs to the lead character's backpack. Collect enough gold to buy something at the Blacksmith's Shop. Buy anything other than a club. Put the item that you bought into the sixth space in the lead character's backpack. This is the item that will be changed.

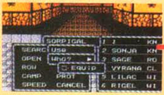
After the item is ready to be changed, select the USE command and select the lead character. When EQUIP appears, press the A Button. Select any empty space in your Equipment list, then press the B Button. After the screen flashes, the item will have changed into something else. You can change any item, except for the club, as often as you like. If you try to change the club, it will disappear from your list.


SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6

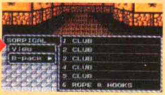
Fill the lead character's backpack with items, but leave the sixth space empty.


SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 TORCH

Put the item that you want to change into the sixth space in the backpack.


SORPIGAL
SEARC
OPEN
ROW
CAMP
SPEED
USE
WHO? ►
EQUIP
PROT
CANCEL
1 J KN
2 SONJA KN
3 SAGE RO
VYRANA CL
5 LILAC WI
6 RIGEL WI

Select the USE command, then choose the lead character. When EQUIP appears, press A.

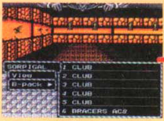

SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 ROPE & HOOKS

Select an empty space on the Equipment list, press A then B, and the item is changed!

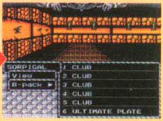
Best Items

With a little work and the code above, you can have the best equipment for your party in no time! Here are some of the items you will want to change so you can get the all of the best weapons and armor for each of your characters. These are but a few of the items you can get, so experiment to find other great items.

Armor

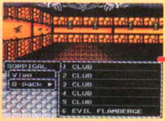

SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 BRACERS AC8

Buy a Small Shield and change it with the code above. It will become Bracers AC8, the best armor for Wizards.

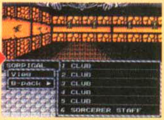

SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 ULTIMATE PLATE

Change the Bracers AC8 with the code and it will become the Ultimate Plate armor.

Weapons

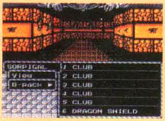

SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 EVIL FLAMBERGE

Buy Padded Armor and change it with the code above. It will become the Evil Flameberg.

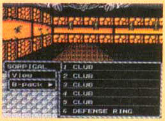

SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 SORCERER STAFF

Continue to change the Evil Flameberg into all of the other powerful weapons!

Other Items


SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 DRAGON SHIELD

You can change the Ropes & Hooks into the Dragon Shield.


SORPIGAL
View
B-pack ►
1 CLUB
2 CLUB
3 CLUB
4 CLUB
5 CLUB
6 DEFENSE RING

With two changes, the Scroll of Fire will become a Defense Ring.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your codes.

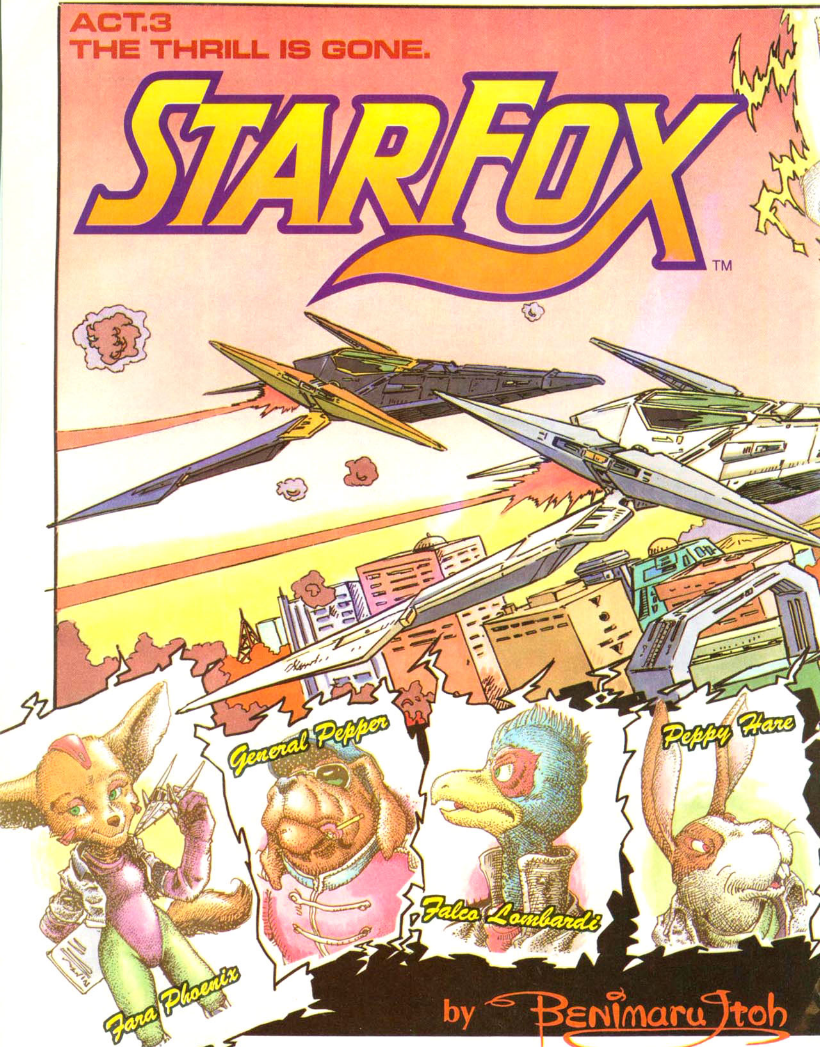
Our Address is:

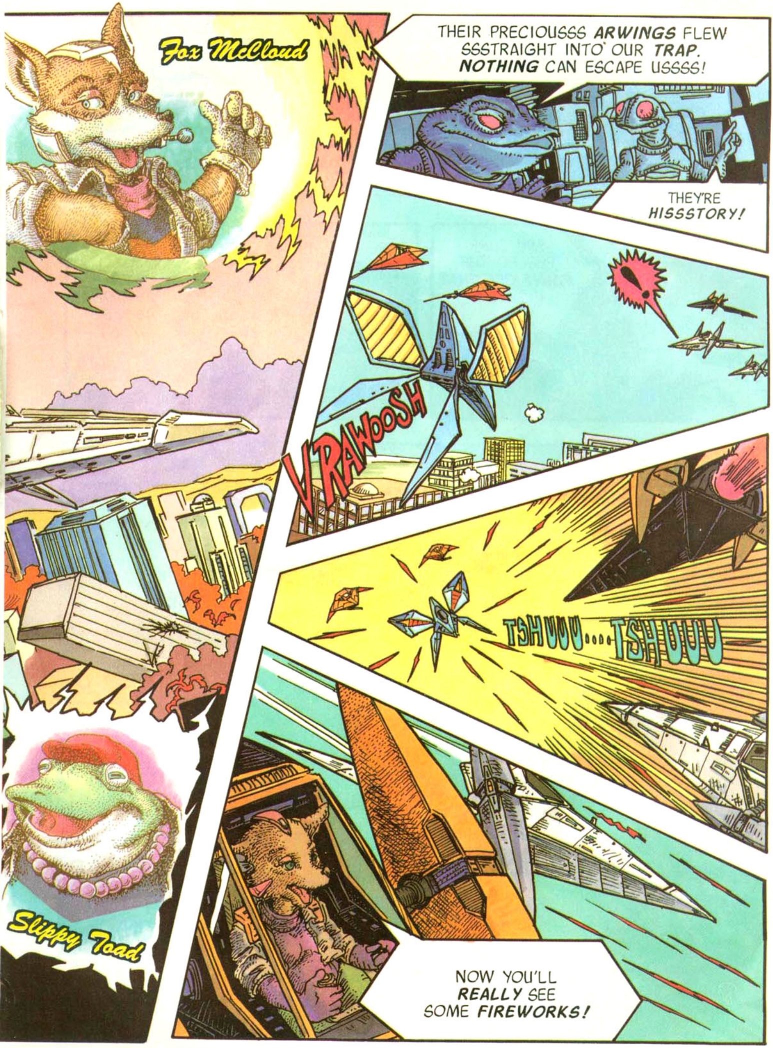
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

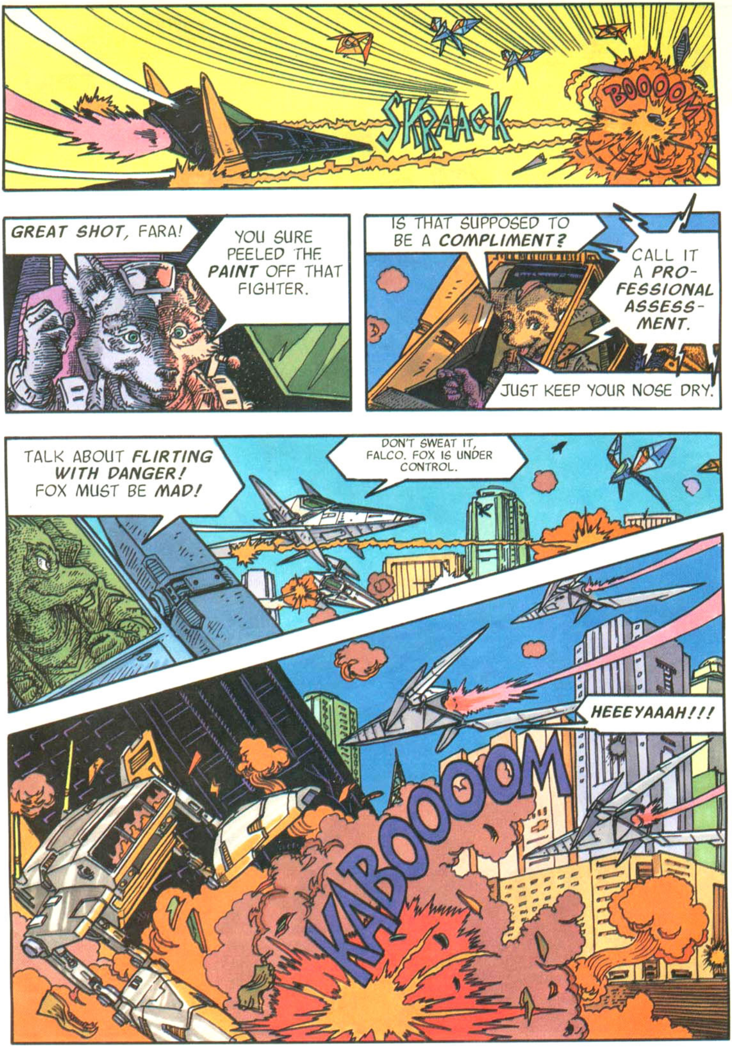
ACT.3
THE THRILL IS GONE.

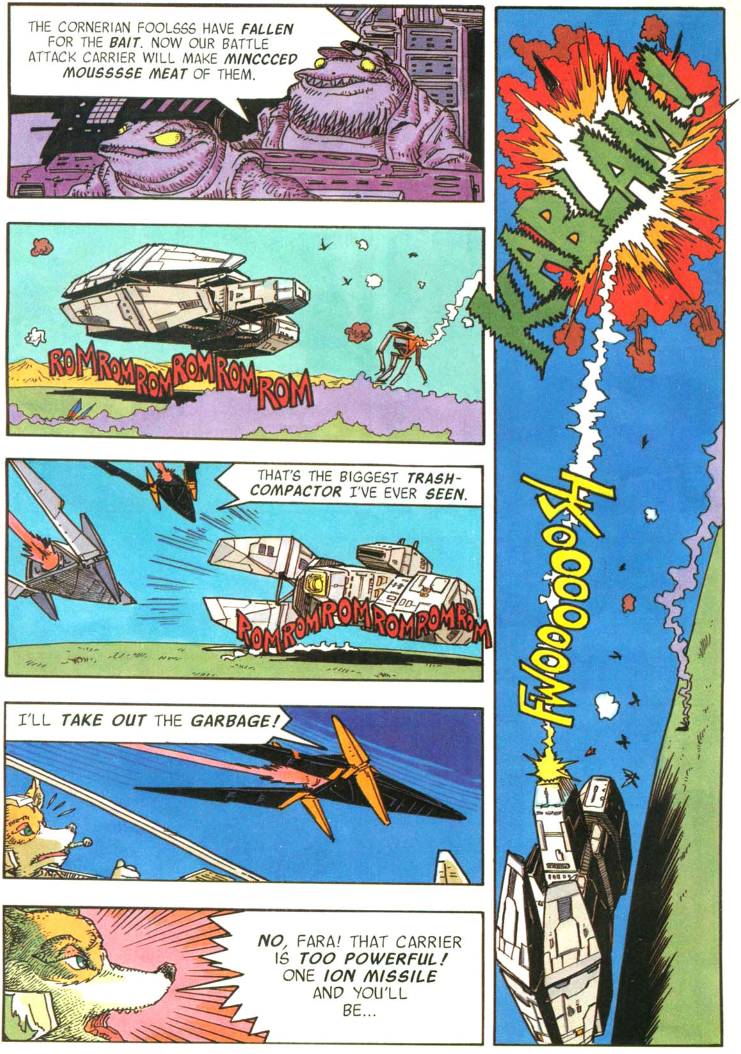
STARFOX™

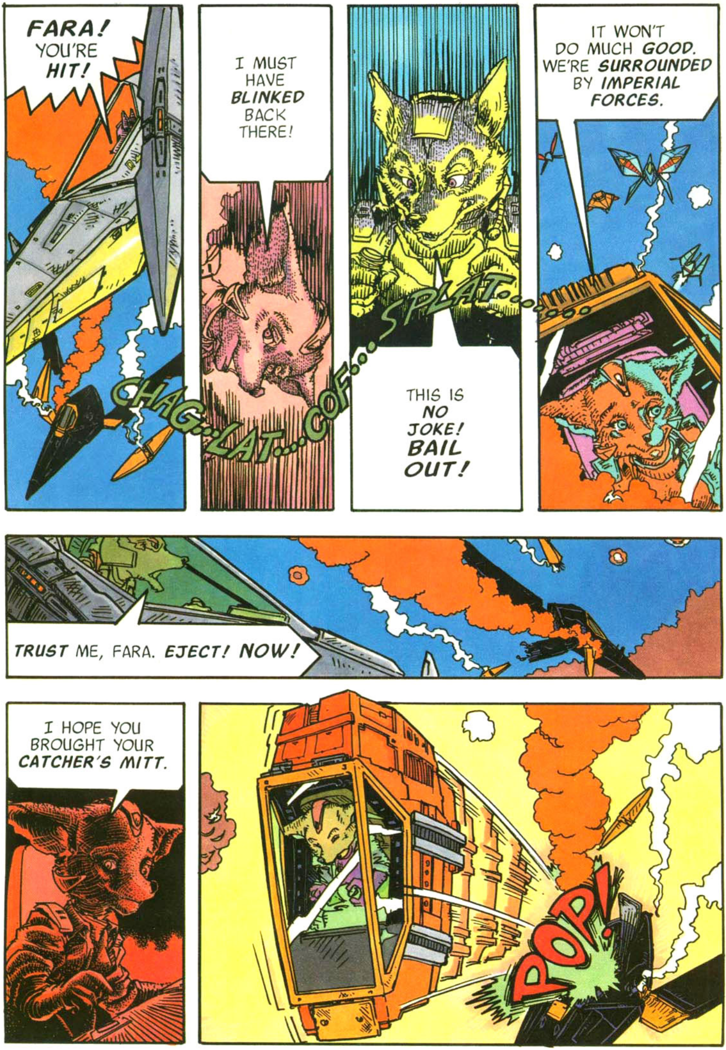
by Benimaru Itoh

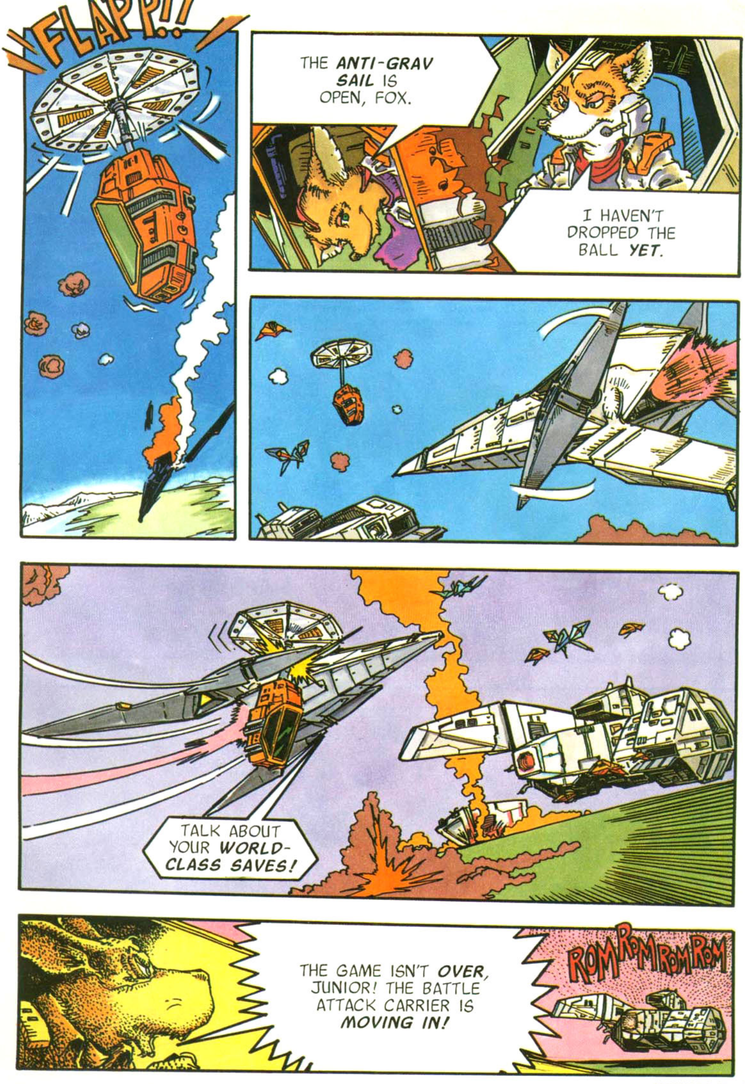

General Pepper
Peppy Hare
Falco Lombardi
Fara Phoenix

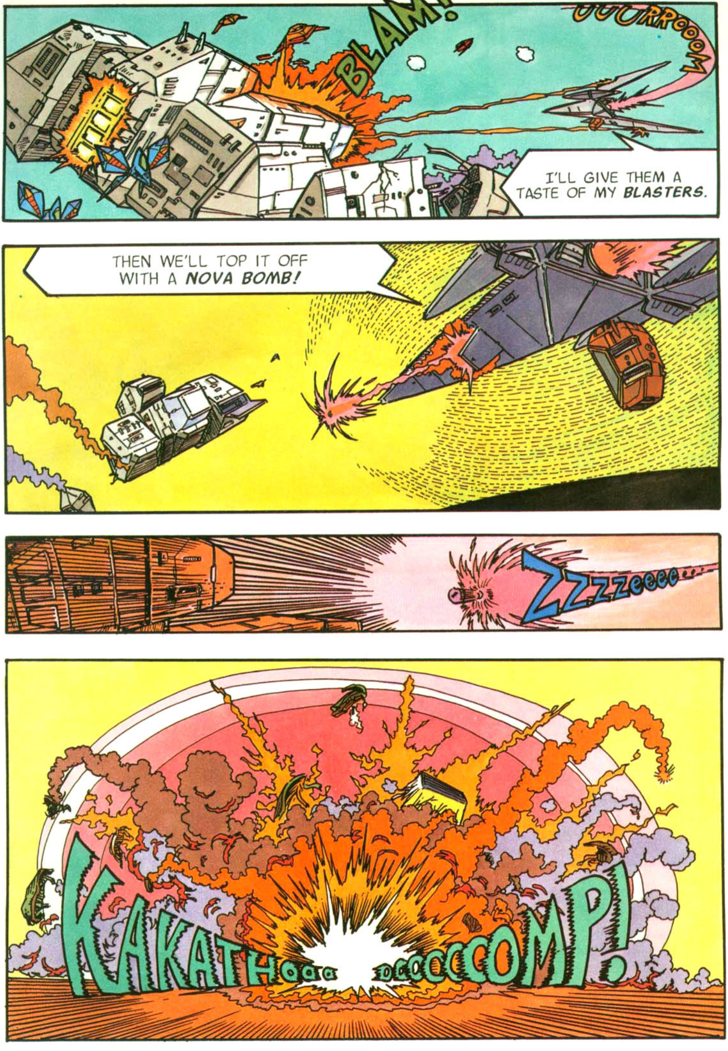

Fox McCloud
THEIR PRECIOUSSS ARWINGS FLEW SSSTRAIGHT INTO OUR TRAP. NOTHING CAN ESCAPE USSSS!
THEY'RE HISSSTORY!
VRAWOOSH
TSHUUU...TSHUUU
Slippy Toad
NOW YOU'LL REALLY SEE SOME FIREWORKS!

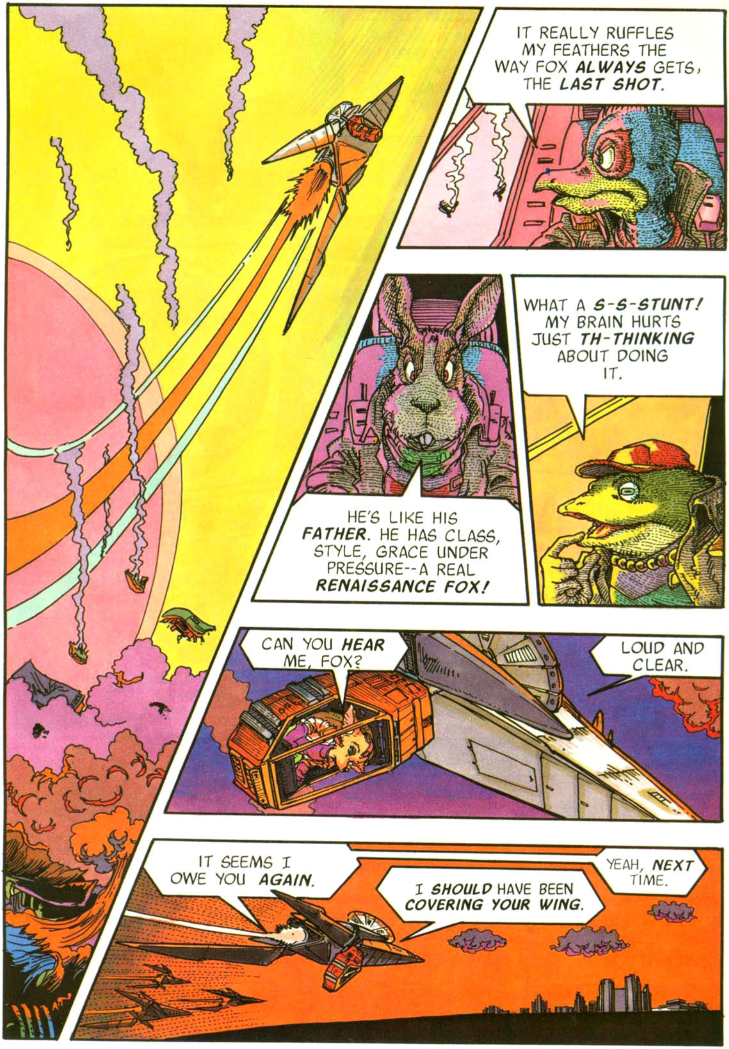

SKRAACK
BOOOOM
GREAT SHOT, FARA!
YOU SURE PEELED THE PAINT OFF THAT FIGHTER.
IS THAT SUPPOSED TO BE A COMPLIMENT?
CALL IT A PROFESSIONAL ASSESSMENT.
JUST KEEP YOUR NOSE DRY.
TALK ABOUT FLIRTING WITH DANGER! FOX MUST BE MAD!
DON'T SWEAT IT, FALCO. FOX IS UNDER CONTROL.
HEEEYAAAH!!!
KABOOOOOM

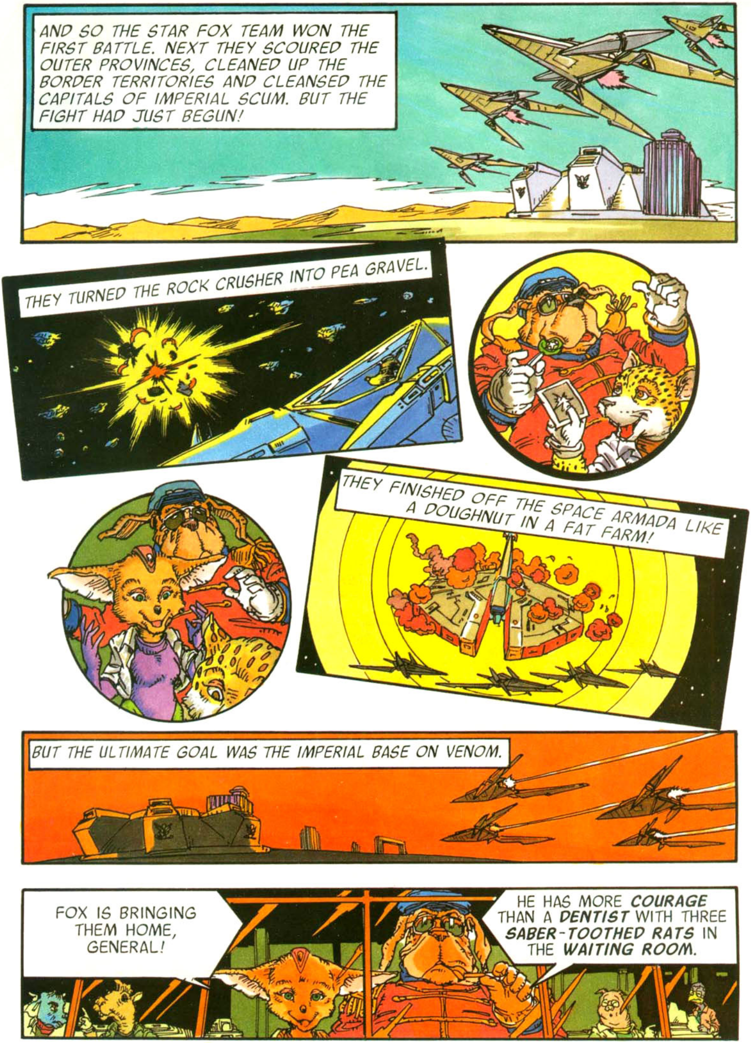

THE CORNERIAN FOOLSSS HAVE FALLEN FOR THE BAIT. NOW OUR BATTLE ATTACK CARRIER WILL MAKE MINCCCED MOUSSSSE MEAT OF THEM.
ROMROMROMROMROMROM
THAT'S THE BIGGEST TRASH-COMPACTOR I'VE EVER SEEN.
ROMROMROMROMROMROM
I'LL TAKE OUT THE GARBAGE!
NO, FARA! THAT CARRIER IS TOO POWERFUL! ONE ION MISSILE AND YOU'LL BE...
KABLAM!
FWOOOOOOSH

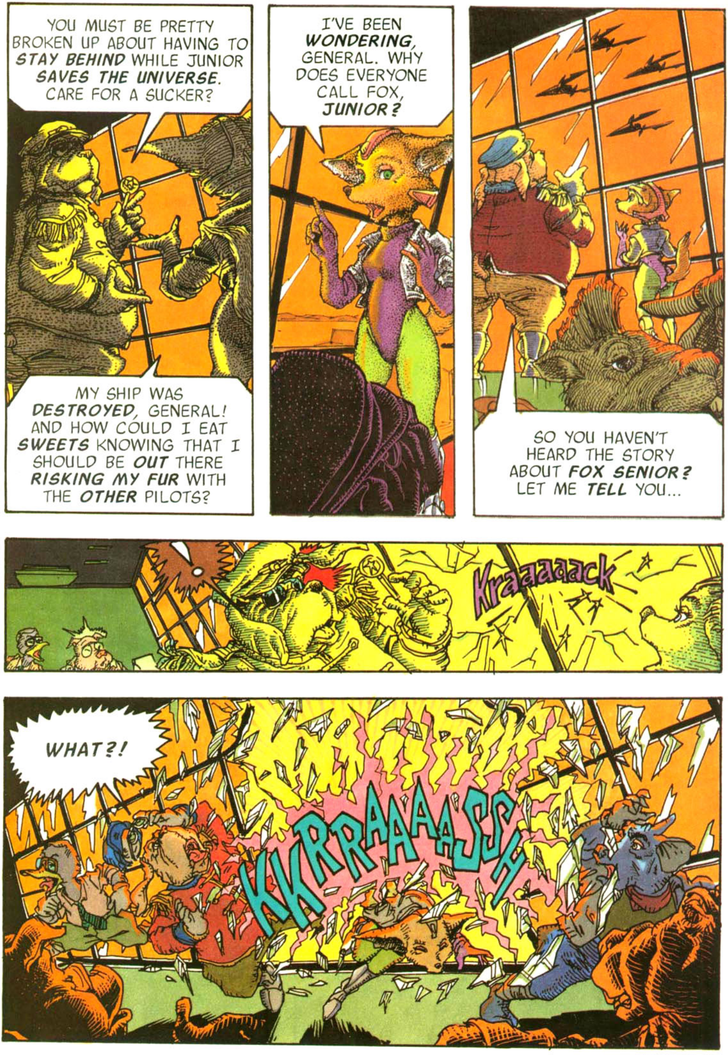

FARA! YOU'RE HIT!
I MUST HAVE BLINKED BACK THERE!
CHAG...LAT....COF....SPLAT......
THIS IS NO JOKE! BAIL OUT!
IT WON'T DO MUCH GOOD. WE'RE SURROUNDED BY IMPERIAL FORCES.
TRUST ME, FARA. EJECT! NOW!
I HOPE YOU BROUGHT YOUR CATCHER'S MITT.
POP!

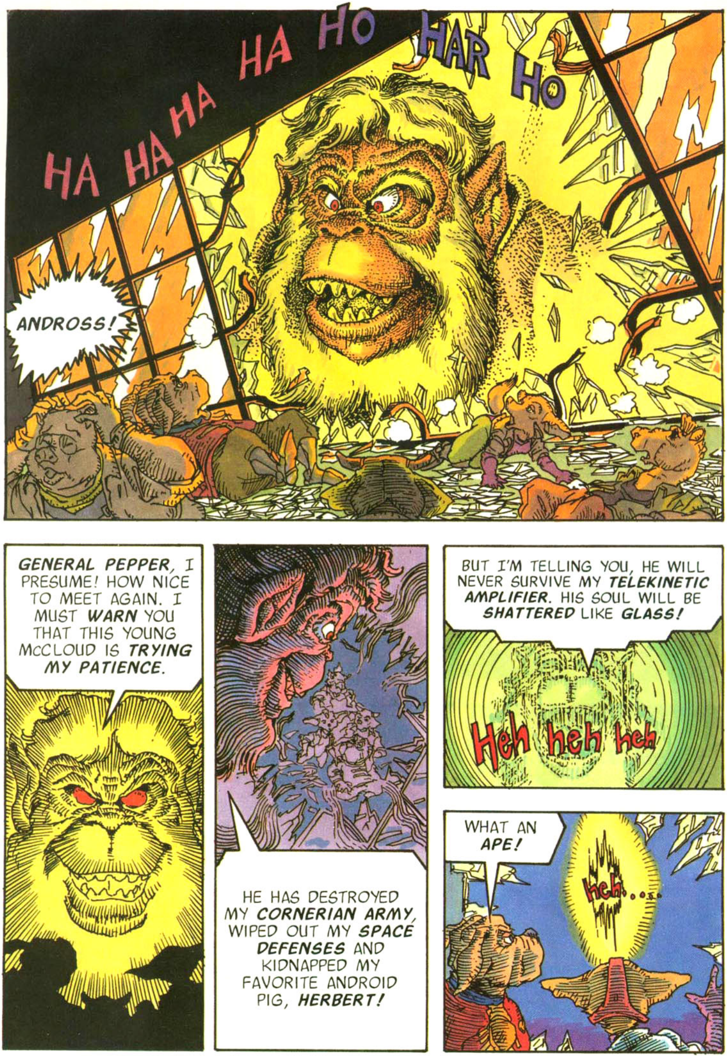

FLAPP!!
THE ANTI-GRAV SAIL IS OPEN, FOX.
I HAVEN'T DROPPED THE BALL YET.
TALK ABOUT YOUR WORLD-CLASS SAVES!
THE GAME ISN'T OVER, JUNIOR! THE BATTLE ATTACK CARRIER IS MOVING IN!
ROM ROM ROM ROM

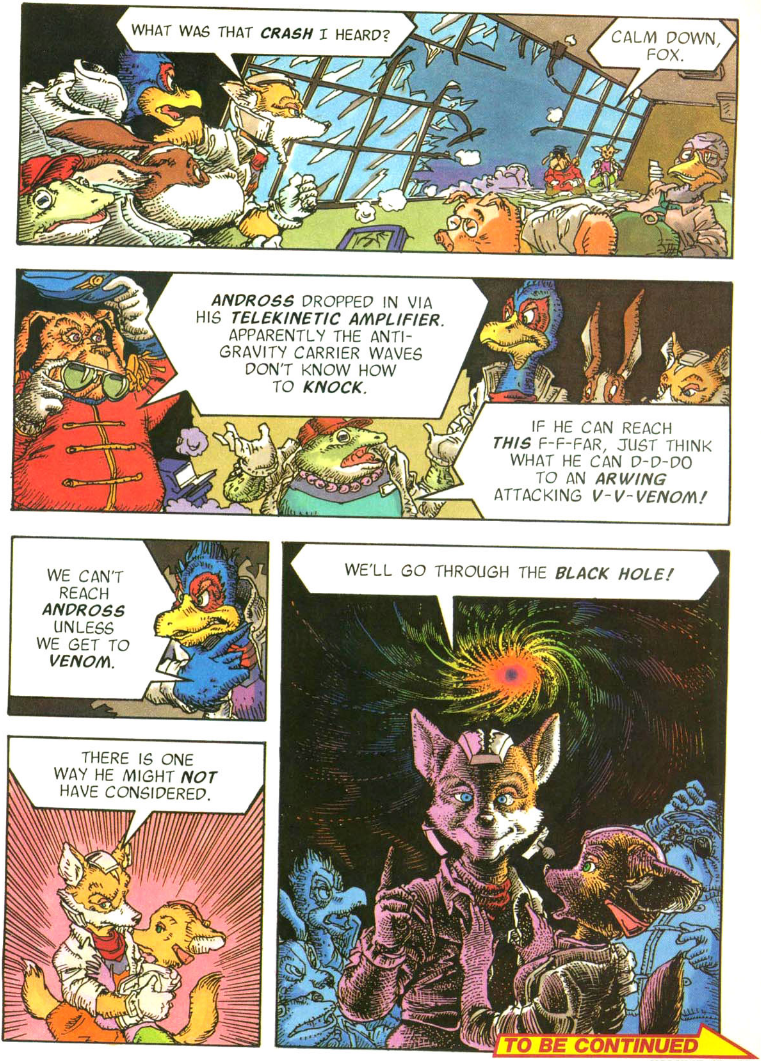

BLAM!
UUURRROOOOM
I'LL GIVE THEM A TASTE OF MY **BLASTERS.**
THEN WE'LL TOP IT OFF WITH A **NOVA BOMB!**
ZZzzeeee...
KAKATHooo ooCCCCCOMP!


IT REALLY RUFFLES MY FEATHERS THE WAY FOX **ALWAYS** GETS, THE **LAST SHOT**.
WHAT A **S-S-STUNT!** MY BRAIN HURTS JUST **TH-THINKING** ABOUT DOING IT.
HE'S LIKE HIS **FATHER**. HE HAS CLASS, STYLE, GRACE UNDER PRESSURE--A REAL **RENAISSANCE FOX!**
CAN YOU **HEAR** ME, FOX?
LOUD AND CLEAR.
IT SEEMS I OWE YOU **AGAIN**.
I **SHOULD** HAVE BEEN **COVERING YOUR WING**.
YEAH, **NEXT** TIME.


AND SO THE STAR FOX TEAM WON THE FIRST BATTLE. NEXT THEY SCOURED THE OUTER PROVINCES, CLEANED UP THE BORDER TERRITORIES AND CLEANSED THE CAPITALS OF IMPERIAL SCUM. BUT THE FIGHT HAD JUST BEGUN!
THEY TURNED THE ROCK CRUSHER INTO PEA GRAVEL.
THEY FINISHED OFF THE SPACE ARMADA LIKE A DOUGHNUT IN A FAT FARM!
BUT THE ULTIMATE GOAL WAS THE IMPERIAL BASE ON VENOM.
FOX IS BRINGING THEM HOME, GENERAL!
HE HAS MORE COURAGE THAN A DENTIST WITH THREE SABER-TOOTHED RATS IN THE WAITING ROOM.


YOU MUST BE PRETTY BROKEN UP ABOUT HAVING TO **STAY BEHIND** WHILE JUNIOR **SAVES THE UNIVERSE.** CARE FOR A SUCKER?
MY SHIP WAS **DESTROYED,** GENERAL! AND HOW COULD I EAT **SWEETS** KNOWING THAT I SHOULD BE **OUT** THERE **RISKING MY FUR** WITH THE **OTHER** PILOTS?
I'VE BEEN **WONDERING,** GENERAL. WHY DOES EVERYONE CALL FOX, **JUNIOR?**
SO YOU HAVEN'T HEARD THE STORY ABOUT **FOX SENIOR?** LET ME **TELL** YOU...
Kraaaaack
WHAT?!
KKRRAAAASSH


HA HA HA HA HO HAR HO
ANDROSS!
GENERAL PEPPER, I PRESUME! HOW NICE TO MEET AGAIN. I MUST WARN YOU THAT THIS YOUNG McCLOUD IS TRYING MY PATIENCE.
HE HAS DESTROYED MY CORNERIAN ARMY, WIPED OUT MY SPACE DEFENSES AND KIDNAPPED MY FAVORITE ANDROID PIG, HERBERT!
BUT I'M TELLING YOU, HE WILL NEVER SURVIVE MY TELEKINETIC AMPLIFIER. HIS SOUL WILL BE SHATTERED LIKE GLASS!
Heh heh heh
WHAT AN APE!
heh...


WHAT WAS THAT **CRASH** I HEARD?
CALM DOWN, FOX.
ANDROSS DROPPED IN VIA HIS **TELEKINETIC AMPLIFIER.** APPARENTLY THE ANTI-GRAVITY CARRIER WAVES DON'T KNOW HOW TO **KNOCK.**
IF HE CAN REACH **THIS** F-F-FAR, JUST THINK WHAT HE CAN D-D-DO TO AN **ARWING** ATTACKING **V-V-VENOM!**
WE CAN'T REACH **ANDROSS** UNLESS WE GET TO **VENOM.**
THERE IS ONE WAY HE MIGHT **NOT** HAVE CONSIDERED.
WE'LL GO THROUGH THE **BLACK HOLE!**
TO BE CONTINUED

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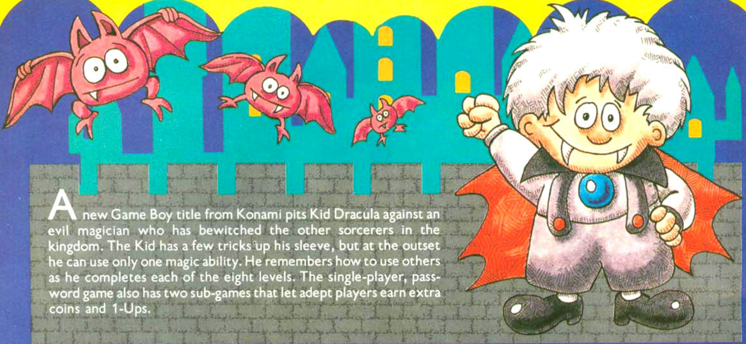
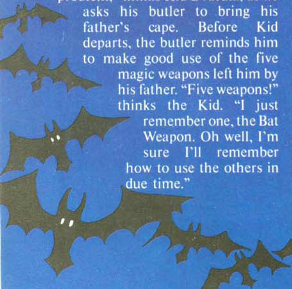
KID DRACULA™

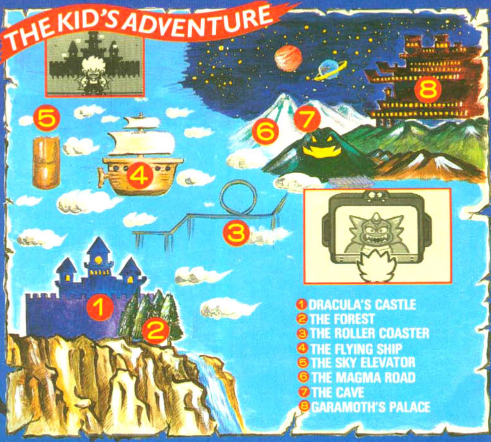


A new Game Boy title from Konami pits Kid Dracula against an evil magician who has bewitched the other sorcerers in the kingdom. The Kid has a few tricks up his sleeve, but at the outset he can use only one magic ability. He remembers how to use others as he completes each of the eight levels. The single-player, password game also has two sub-games that let adept players earn extra coins and 1-Ups.

GET THE KID OUT OF THE COFFIN

As the story begins, Kid Dracula, who is snoozing the day away, is suddenly awakened by a loud crash. He swings open his coffin lid to find his butler standing over him, waiting to give him the bad news. It seems that while the Kid slept, his archenemy, Garamoth, had gained control of all of the sorcerers in the kingdom. "No problem," thinks Kid Dracula, as he asks his butler to bring his father's cape. Before Kid departs, the butler reminds him to make good use of the five magic weapons left him by his father. "Five weapons!" thinks the Kid. "I just remember one, the Bat Weapon. Oh well, I'm sure I'll remember how to use the others in due time."





THE KID'S ADVENTURE
1
2
3
4
5
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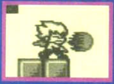
8
① DRACULA'S CASTLE
② THE FOREST
③ THE ROLLER COASTER
④ THE FLYING SHIP
⑤ THE SKY ELEVATOR
⑥ THE MAGMA ROAD
⑦ THE CAVE
⑧ GARAMOTH'S PALACE

MAGIC WEAPONS

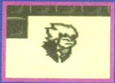
Long ago, Kid Dracula's father taught him the special skills necessary for using six magic weapons, but while he slept, he forgot much of what he learned. He can use the Bat Weapon but can't quite recall how to use the others. As he progresses through the first several stages, he'll remember how to use the rest. To choose a weapon, press Select until the one you want displays on the screen. To use a weapon, hold B until Kid flashes, then release. Each lasts only briefly, but the number of uses is unlimited.

NORMAL



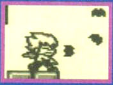
The Kid is always armed with the Normal Bullet. Even when you select one of the Magic Weapons, he will fire this if you tap, rather than hold, the B Button.

BAT



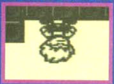
At least Kid Dracula remembers how to become a bat. When you release the B Button, the Kid wings along for five seconds.

BAT ATTACK



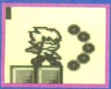
When the Kid calls for a Bat Attack, a bunch of little bats will circle once then return to him. As they make their orbit, they clear out enemies in the area.

UPSIDE DOWN



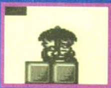
Upside Down magic temporarily inverts gravity, allowing the Kid to walk on the ceiling and attack from there. Press Select to reverse the effect of the spell.

HOMING MISSILE



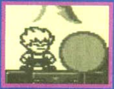
Hold the B Button until Kid flashes, then release it to send a group of Homing Missiles out to seek and destroy enemies. Learn to use it at the end of Stage 1.

THE UMBRELLA



The Umbrella is an excellent defensive Magic Weapon. You can't attack anyone while carrying it, but it's great protection against a rain of enemy fire.

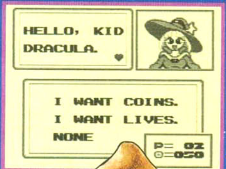
BOMB



The Bomb, which the Kid can throw, explodes on impact with solid objects and causes damage in a wide area. It's especially useful for blasting through walls.

SHOP 'TIL YOU DROP

An interesting feature about this game is that it has two sub-games that let you increase your coin collection or earn 1-Ups. This is especially helpful because, even though you have unlimited continues, they don't let you add to your life meter. At the end of each stage, you can either try to multiply the number of coins you have in the Gambling Palace or try for extra lives in the Crystal Room. In the latter, a fortuneteller asks you to choose one of four crystal balls, each a different game of chance.

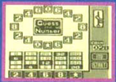


HELLO, KID DRACULA.

I WANT COINS.
I WANT LIVES.
NONE

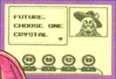
P= 02
©=050

GAMBLE THE GOODS



Step right up. Make your picks and watch the wheel to see what numbers it names.

CHOOSE A CRYSTAL

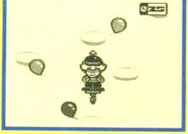


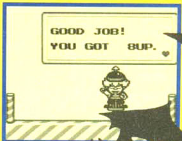
FUTURE. CHOOSE ONE CRYSTAL.

The fortune-teller shows you crystals then shuffles them. Keep your eye on the ball.

BURST THE BUBBLES

Game D yields lots of 1-Ups. If you're correct in identifying D after the shuffle, you'll have the chance to spring up and pop balloons, some of which hold 1-Ups.



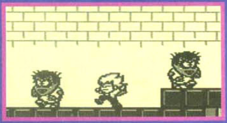


GOOD JOB!
YOU GOT 8UP.

DRACULA'S CASTLE

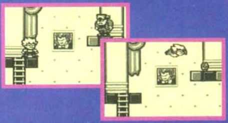
COIN CACHE

Go back and forth in the first area to collect lots of coins. At the end of the stage, play Jump & Pop several times to collect 1-Ups.



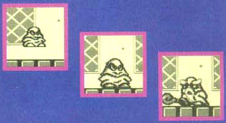
BE A BAT, DRAC

Select "Bat" and hold the B Button until Kid Dracula flashes. When he becomes a Bat, he can fly to reach areas that he can't jump up to.



FIGHT THREE GENERATIONS

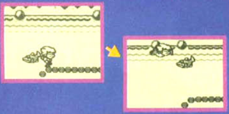
Fight father, son and grandfather Goblins to finish the stage. Select the Normal Weapon, hold and release B to throw big fireballs at them.



THE FOREST

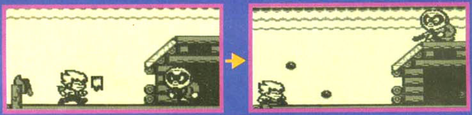
GET SOME AIR

Some bridges in the Forest disappear from underfoot unexpectedly. Quickly transform into a Bat and take to the sky to reach solid ground.



DO A DOUBLE TAKE

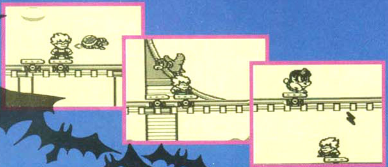
Don't be too quick to approach the cozy-looking cabin. A mean-spirited Forest guardian lives there. First he emerges to attack with an ax, then, just when you think it's over, he returns with a rifle and fires from the roof. Duck to avoid his first volley and jump the second.



THE ROLLER COASTER

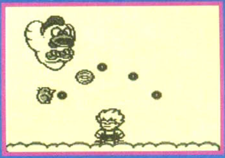
THE KID'S ROCKIN' & ROLLIN'

This Roller Coaster is no regular carnival attraction. Lots of low-flying enemies try to knock Kid off his cart—if he falls, the ride's over. Power-up the Normal Weapon to wipe out turtles but switch to the Homing Missile and use it to attack the cloud that shoots lightning.



JUST A BIG CHICKEN

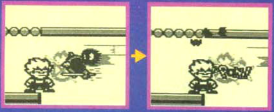
At the end of Stage 3, you'll to fight a humongous hen that hovers overhead. Stand in the middle under it and attack with Homing Missiles.



THE FLYING SHIP

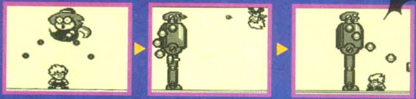
CALL OUT THE BAT PACK

The fire's flying here. Select the Bat Attack and use it to keep firebombs from hitting Kid Dracula, then switch to Homing Missiles to blast the baddie on the broomstick.



DOUBLE YOUR DISPLEASURE

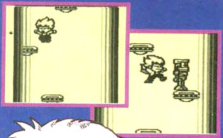
Stage 4 has two bosses. First, the bad guy is back on his broomstick. Stand in the center under him and fire Homing Missiles. The second boss is a huge Robot. His only vulnerable point is his eyes, so you'll have to use Upside Down magic to attack him there.



THE SKY ELEVATOR

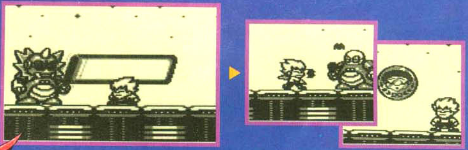
HOP TO IT, KID

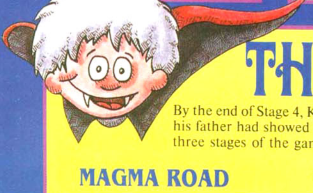
As you hold B and use Missiles, keep moving up the platforms so you won't be scrolled off the screen.



A TRIPLE THREAT

You'll meet a huge robo-lizard at the end of Stage 5, and he packs a mean punch. When he pauses, duck quickly. Stay near the center and use the Bat Attack when he comes near. Duck when he jumps. When you knock his big suit off, you'll have to fight two smaller versions.

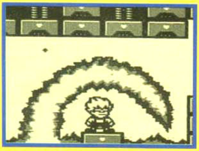




THE FINAL STAGES

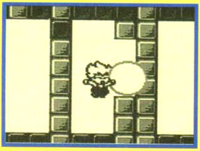
By the end of Stage 4, Kid Dracula has remembered how to use all of the Magic Weapons that his father had showed him years earlier. He'll use them all as he tries to complete the final three stages of the game.

MAGMA ROAD



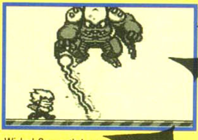
You'll use Upside Down magic several times as you try to avoid the fireballs that shoot up out of the lava pools.

THE CAVE



Use Bombs to blast away the light colored blocks in the Cave. Jump to blast through the moving walls of blocks in the second area.

GARAMOTH'S PALACE



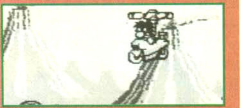
Wicked Garamoth has a palace that's as evil as he is.

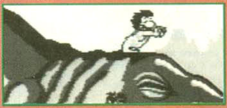
JOE & MAC™

© AND TM 1992
Data East Corporation

STAGE 1

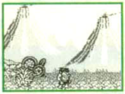
Stage 1 is really basic and doesn't present our cave hero with any major problems. Find the boomerang on top of the snoozing dinosaur.



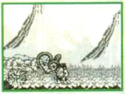


SNEAKY BUSHMEN

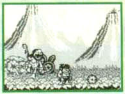
Watch your back! Crazed Neanderthals have taken to the bushes and will oftentimes creep up behind Joe. Turn around and toss whatever weapon you have at the bush.



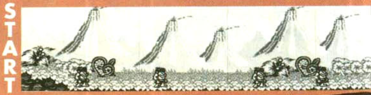
Watch it, Joe! Here there's a bush sneaking up behind you.



A-ha! Joe has the bush in his sights and he's taking aim on it.

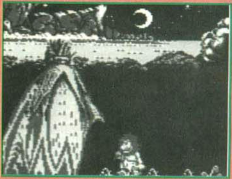


Arrgh! The cave creep has been ousted. Maybe he'll leave a gift.



BIG JOE ATTACK

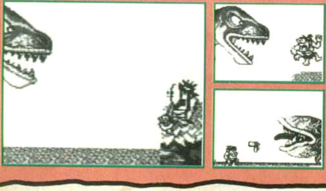
Joe goes it alone in this 1-player caveman contest. This cave-dwelling platform action title brings nothing new to the video-game realm. We've already seen Joe & Mac for the Super NES and NES. We've seen Bonk's Adventure and a couple of Flintstones games, too. Who cares? If it's a good game, it's a good game! Right? Joe and Mac is.



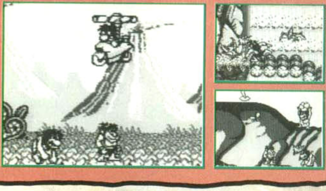
CAVE CRAZINESS!

Joe & Mac, for the Super NES and NES, both have humorous sides to them. The Game Boy version is no different. In fact, it's very similar to the NES version. The graphics are cool and the play control is top notch. The hit detection seems to be just a bit off but, hey, you can compensate for that by being more cautious. Besides, cavemen can't have everything! Snuffing out large boss characters is a Joe & Mac tradition that the Game Boy version carries on.

GRAPHICS & ANIMATION

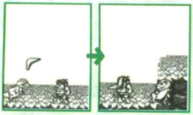


GAME PLAY



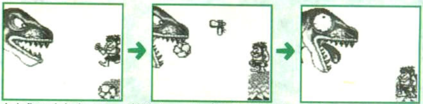
BOOMERANG

The Boomerang's advantage is that it returns when thrown and can take out enemies on the way back.

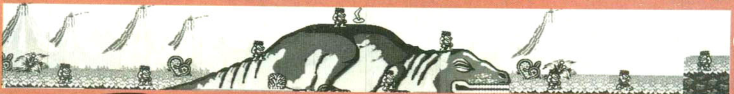


T-REX AWAKENS!

The giant Tyrannosaurus Rex that Joe walked over will wake up and charge Joe at the end of the stage. Jump up on the platform, avoid the boulders and chuck whatever weapon you have at its head.



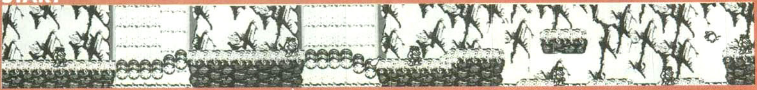
Joe's first priority is not to get hit by the boulders that the T-Rex spits from its mouth. Here, Joe is chucking his hammer weapon at the angry monstrous giganticus. Take that!



STAGE 2

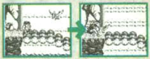
The stony action in Stage 2 isn't much more intense than Stage 1 with the exception that there are more dive-bombing pterodactyls.

START



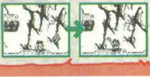
AIR-RAID!

It's easy to thrash the pterodactyls when they fly in.

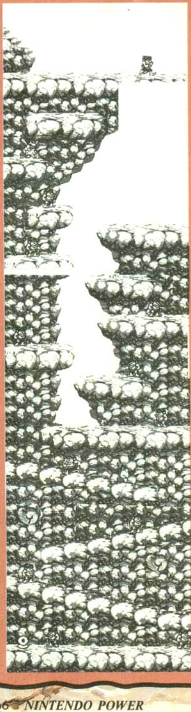


ELECTRIFYING

Don't get near the fish that jump up in this area.

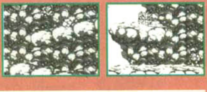


BOSS



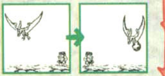
STAGE 3

Cliff-climbing is the order of the day for Joe in rocky Stage 3. The rule of thumb is to look before you leap!



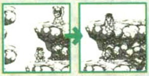
PTERODACTYL BOSS

Avoid the eggs that the boss drops while you jump up and hurl your weapon at it.



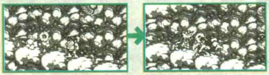
ROCK'N ROLL

Joe doesn't want what the caveman above him has to offer. Sidestep the boulder.



INVENT THE WHEEL

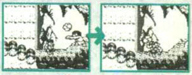
Joe may not have invented the wheel, but he sure knows how to use it! The wheel rolls uphill, so it can take out boulders on the way up the cliff.



Two hits from a stone wheel weapon is just enough to take out the boulders as they roll toward Joe.

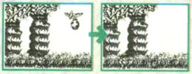
ROCK'N ROLL

Cowardly cave creeps toss boulders and then take off.



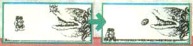
STONE AGE GIFTS

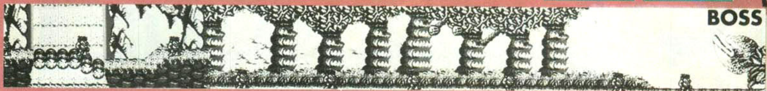
The egg that this pterodactyl carries holds a prize.



VENUS CAVEMAN TRAP

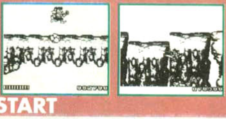
Stone Age Shop of Horrors? Stand back and toss what ya' got.





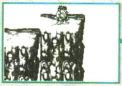
STAGE 4

Stage 4 offers a true test of courage for Joe, or any other caveman! The dangerous rocky ledges will give way as Joe tries to cross.

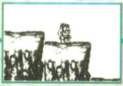


WHERE'S THE BOSS?

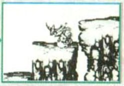
There isn't any boss character in Stage 4. Just making it to the end is a big enough challenge. It's tough!



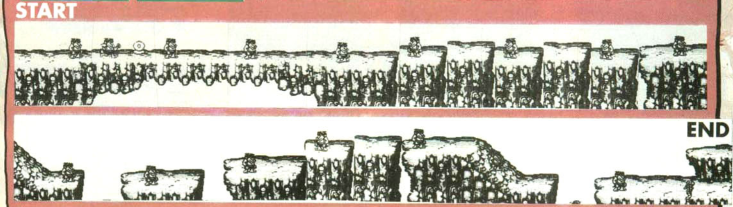
The cliff fell. Where are you going to go now, Joe?



Beat cave feet! Don't let anything stop you now!

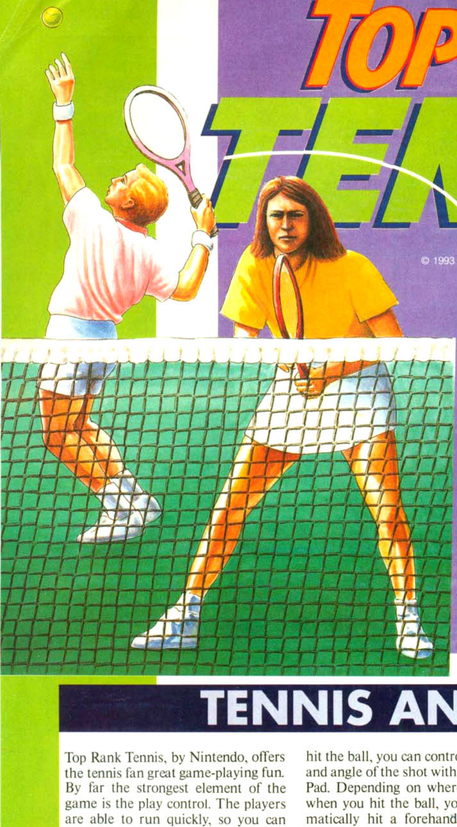


The mini pterodactyls can cause not-so-mini problems.



NO CONQUEST YET!

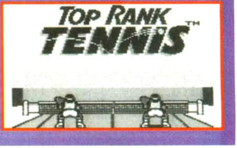
If you make it past Stage 4, you'll realize that Joe's Stone Age mission is far from over. Several more stages lie ahead that will bring him face-to-face with throngs of unfriendly dinosaur fiends and packs of belligerent Neanderthals. Remember, there's no time limit in the game, so be cautious and attack anything that moves! If Joe can manage to use his weapons to their fullest extent, he can sustain his health by eating loads of fruit and he should be able to pull off his conquest. Upon succeeding, he'll go down in history. Well . . . pre-history!



TOP RANK TENNIS™

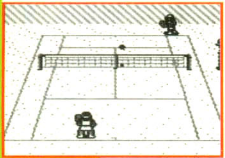
© 1993 NINTENDO

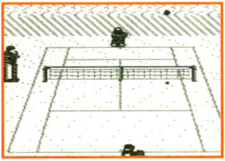
Sweat drips from your forehead as you peer across the net at your opponent. There he stands, ready to return your serve. You toss the ball into the air and swing with all your might. As contact is made with the ball, everything feels perfect. The ball cuts hard into the back corner and spins out of your opponent's reach. An Ace! Match point is called and you are the new tennis champ. All this excitement can be found in the game Top Rank Tennis for Game Boy. Work your way to the top of the Rankings, or just play a pickup game against your friends, it's all here in this great new game.

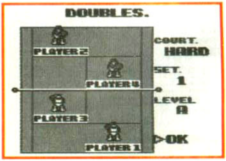


TENNIS ANYONE?

Top Rank Tennis, by Nintendo, offers the tennis fan great game-playing fun. By far the strongest element of the game is the play control. The players are able to run quickly, so you can return even the fastest serve. As you hit the ball, you can control the power and angle of the shot with the Control Pad. Depending on where you stand when you hit the ball, you will automatically hit a forehand, backhand, volley or slam shot. With a little practice you can hit the ball into any corner of the court. Link up two Game Boys to play against another opponent. Unlike other tennis games, you can also link up with 4-Player adapter to play a doubles match against three of your friends.







DOUBLES.

PLAYER2

COURT.
HARD

PLAYER4

SET.
1

LEVEL
A

PLAYER3

▷OK

PLAYER1

1-PLAYER GAME

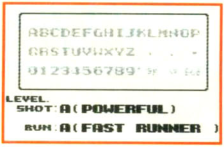
Singles

When you challenge the computer to tournament singles, you can customize your player before beginning. When you customize your player, you can set your Run and Shot Levels to best suit your playing style. When you finish a game in the tournament, the game will automatically be saved. If you are about to lose, turn off the game and try again, so you won't loose your ranking!

Doubles

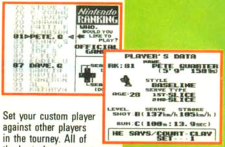
When you play a one-player doubles match, you're able to set the conditions of the court to your liking. Beginning players will find it easier to play on a hard court. When you improve you can move on to the tougher clay and lawn courts. The skill level can be set as well. Be sure to practice your doubles game before you take on your friends in a four-player match.

Customized Players


ABCDEFGHIJKLMNOP
QRSTUVWXYZ . . -
0123456789
LEVEL.
SHOT: A (POWERFUL)
RUN: A (FAST RUNNER)

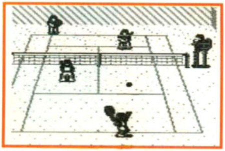
Set your Run and Shot Levels to suit your playing style. Level A is best for beginning players.

Tournament


Nintendo RANKING
81 PETE. Q
87 DAVE. Q
WHO. WOULD YOU LIKE TO PLAY?
OFFICIAL GAME
PLAYER'S DATA
RK: 81
NAME
PETE QUARTER
(5'9" 158lb)
STYLE
BASELINE
SERVE TYPE
1ST-SLICE
2ND-SLICE
AGE: 28
LEVEL.
SERVE
STROKE
SHOT: B (137km/h 105km/h)
RUN: C (100m : 13.9sec)
HE SAYS/COURT - CLAY
SET - - - 1

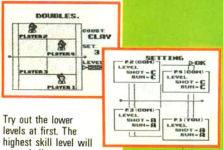
Set your custom player against other players in the tourney. All of the best players are at the top.

Court Surface



Beginners can learn to play on a hard court surface before moving on to the clay and lawn courts.

Skill Level

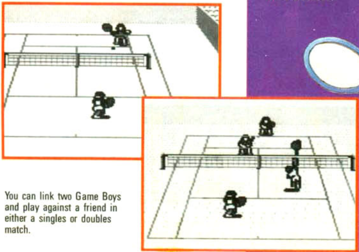

DOUBLES.
PLAYER 2
PLAYER 4
PLAYER 3
PLAYER 1
COURT
CLAY
SET
3
LEVEL
SETTING
▷OK
P.2 (COM)
LEVEL
SHOT - C
RUN - C
P.4 (COM)
LEVEL
SHOT - C
RUN - C
P.3 (COM)
LEVEL
SHOT - A
RUN - A
P.1 (YOU)
LEVEL
SHOT - A
RUN - A

Try out the lower levels at first. The highest skill level will even challenge a pro video tennis player.

2-PLAYER AND GROUP PLAY

2-Player Game

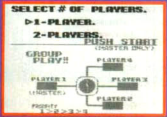
You can use the Game Link to play a two-player match against a friend. When playing a two-player game, you can choose between a singles or a doubles match. Either game will allow you to choose the court surface that you play as well as the number of matches you play. Try out some of those ace serves against your friends!



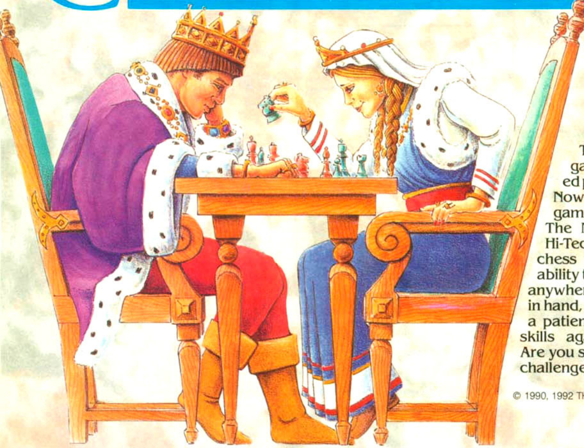
You can link two Game Boys and play against a friend in either a singles or doubles match.

Four-Player Doubles

The four-player feature of this game sets it apart from other tennis games. You can use a 4-Player adapter to set up a doubles match with three of your friends. Instructions on how to use the adapter are built into the game on the Player Select Screen. Follow the directions to set up your game and the serves will be flying with all this action!


SELECT # OF PLAYERS.
▷1-PLAYER.
2-PLAYERS.
PUSH START
(MASTER ONLY)
GROUP PLAY!!
PLAYER 4
PLAYER 1
(MASTER)
PLAYER 3
PLAYER 2
PRIORITY
1>2>3>4

THE NEW CHESSMASTER™



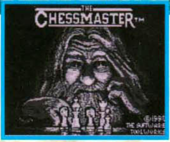
A PAWN RETURNS

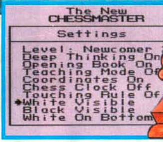
Through the ages the game of chess has fascinated players around the world. Now the classic strategy game has come to Game Boy. The New Chessmaster, from Hi-Tech Expressions, offers chess players of all levels the ability to take their chessboards anywhere. With your Game Boy in hand, you can learn chess from a patient teacher, then try your skills against the Chessmaster. Are you skilled enough to face the challenge?

© 1990, 1992 THE SOFTWARE TOOLWORKS

MEGA BRAIN CHESS

The New Chessmaster plays much like the original Chessmaster but has a few new tricks. When you play against the computer, the logic program that it uses is entirely new, so it will counter moves differently from the first Chessmaster.

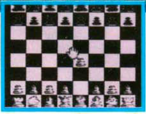




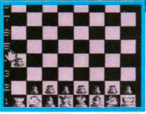
```
The New
CHESSMASTER
Settings
Level: Newcomer
Deep Thinking On
Opening Book On
Teaching Mode Of
Coordinates On
Chess Clock Off
Touching Rule Of
♦White Visible
Black Visible
White On Bottom
```

DRIVE YOURSELF CRAZY

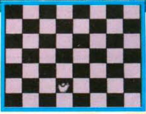
If you have mastered all 14 skill levels and need that extra challenge, The New Chessmaster will hide the opposing pieces. It takes good chess playing skills to beat the computer when you can't see the pieces. For a super challenge you can hide all of the pieces on the board.



Beginners and experts alike can be challenged by The New Chessmaster.

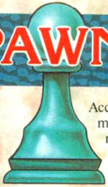


Expert players can challenge themselves by hiding the opposing pieces.

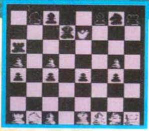


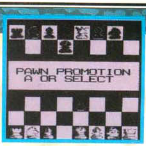
Only the best players win when all the pieces are hidden.

PAWN PROMOTIONS



According to the rules of chess, a Pawn will be promoted if you move it all the way to your opponent's end of the chess board. If you accomplish this, you can change the pawn into any other piece. This rule can be important to remember towards the end of the game.

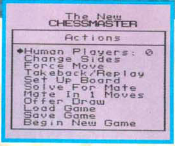




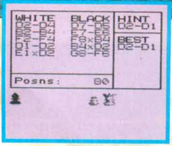
```
PAWN PROMOTION
 A OR SELECT
```

WATCH & LEARN

Often when you are learning chess it can be tough to see all of the best moves. The New Chessmaster will offer you hints that can help you out of a tough spot. The hints can be a great help, but be careful—they might not be the best moves to make. You can get a hint any time during a one-player game when you press the Start Button.



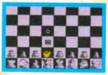
```
   The New
 CHESSMASTER
   Actions
◆Human Players: 0
 Change Sides
 Force Move
 Takeback/Replay
 Set Up Board
 Solve For Mate
 Mate In 1 Moves
 Offer Draw
 Load Game
 Save Game
 Begin New Game
```



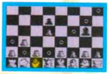
```
WHITE   BLACK   HINT
D2-D4   D7-D5   D2-D1
B2-B4   E7-E6
F2-F4   F8xB4   BEST
D1-D2   B4xD2   D2-D1
E1xD2   G8-F6

Posns:     80
```

HELP ME MOVE

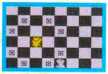
The Teaching Mode of the game is very helpful to players unfamiliar with the game of chess. When you pick up a chess piece you will see all of the possible moves you can make. Use this mode when you start to challenge the higher skill levels so you won't miss an important move. You can also pick up a few playing pointers by letting the computer play itself.



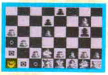
A Pawn can move one space forward or capture diagonally forward.



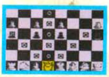
The Bishop can move any number of spaces in a straight diagonal path.



The Knight moves in an "L" shaped path, as shown in the photograph.



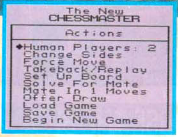
Rooks can move any number of spaces in a straight path.



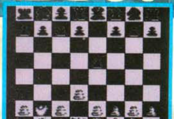
The Queen can move any number of spaces, in any direction.

TWO PLAYERS, ONE GAME BOY

You can also try your skills against your friends when you play a two-player game. It is a great way to play chess when you can't set up a board. This is not a Game Link game, so you only need one Game Boy to play. To keep the game fair, the computer will not give either player hints for playing, but you can adjust the other rules to set up the game as you like.

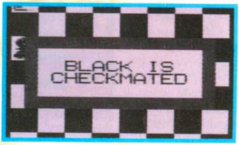


```
   The New
 CHESSMASTER
   Actions
◆Human Players: 2
 Change Sides
 Force Move
 Takeback/Replay
 Set Up Board
 Solve For Mate
 Mate In 1 Moves
 Offer Draw
 Load Game
 Save Game
 Begin New Game
```

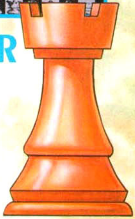


CHESSMASTER VS. NEW CHESSMASTER

Both of the Chessmaster games play very much alike. Each uses different play logic, but the two are equally difficult. The New Chessmaster thinks faster, and the play control is a little smoother, but the setup is identical in both games. If you are in need of a chess game for the Game Boy, The New Chessmaster is a good choice. If you own the original Chessmaster, the changes may not be distinct enough to warrant owning both of them.



```
 BLACK IS
CHECKMATED
```



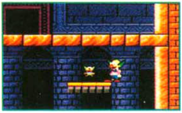
COUNSELORS' CORNER!

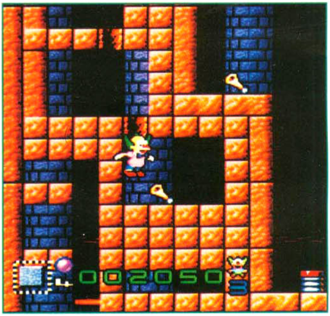
KRUSTY'S FUN HOUSE

Erick Waas

WHERE IS THE BONUS ROOM IN LEVEL 4, ROOM 7?

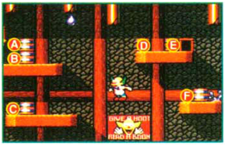
Go right and drop off the ledge to the Magic Block below. Kick it to get the Super Ball, then spring out of the pit. Return to the left and pick up the Glass Jar. Place it off the left side of the ledge above, then jump up to the hall above and walk over to the elevator. Go down and jump off to get the Blower on the right. Now ride the elevator to the top of the room, hop off and wait on the right for a moving platform. Get off next to the wall of crumbling blocks on the right. Use the Super Ball to break through the blocks. Place the Blower off the left side of the ledge and stand on it as you throw a ball to break the upper blocks. Walk through the cleared path to the Magic Blocks on the right. Kicking the right one will make the Bonus Room appear. Ride the platform about halfway back to the left, then jump off to reach it. Search the room to find another Magic Block. Kick it to open a secret passage in the outer hallway.



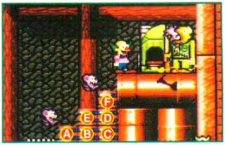


? HOW DO I USE THE BLOCKS IN LEVEL 4, ROOM 5? ?

Kick Block C off to the right, then jump up to the ledge above and shove Blocks B and A off the right side of both ledges. Kick them over by the Rat Trap, into the positions shown. Push Blocks D and E off the left side of the top ledge, off the right side of the center ledge. Kick D right one space, then shove F off to land in position as the top step to the Rat Trap.



Move Block C then hop to the upper ledge to shove A and B off to the right.



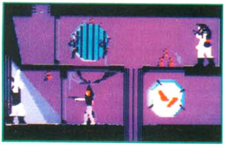
When all blocks are arranged as shown, the rats can climb up to the trap.

OUT OF THIS WORLD

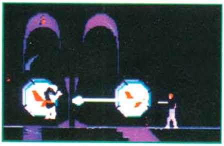
HOW DO I PASS THE GUARDS WHO SHOOT UP THROUGH THE FLOOR?

Tin Chan

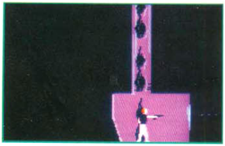
Turn out the lights so the guards can't see you. Go left one screen from the starting point. Don't fire at the guards. Continue left until the door opens and press A or Y to point your weapon at the trapped guard. When he closes the door, go right, up the stairs. Stand on the right and make a barrier. Stick your gun through it and destroy the guard's barrier. After he rolls three or four grenades down the stairs, take him out. Go left to the hole in the floor and press Down to land one floor below. Face right and kneel to charge your weapon. When the guard shoots through the wall, fire your fully charged gun to destroy his barrier, then aim for him. Go down the tube and shoot at the green light to disconnect the power.



Press A or Y once to aim at the trapped guard. He'll reach for the sky.



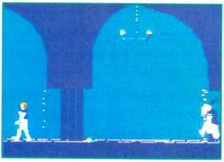
Reach through your barrier with the gun to blast away the guard's barrier.

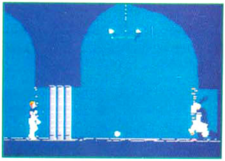


Go down the tube and fire at the green power light on the wall there.

HOW DO I PASS THE GRENADE-ROLLING GUARD?

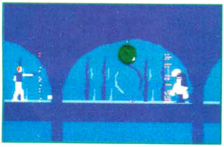
Give the guard some of his own medicine: use his own grenades on him. Walk to the right until the three doors on the left open. When the guard rolls a grenade, walk back to the left, closing the doors. The grenade will bounce back off the closed door and explode, destroying the guard and clearing the way.



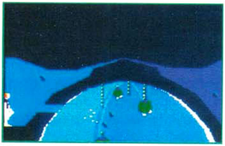


HOW DO I DEFEAT THE GUARD IN THE ORB ROOM?

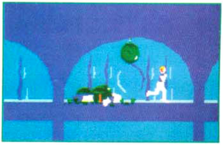
After you disconnect the power, go left and up the stairs. Go right, past the grenade-rolling guard, to the room with reflective orbs hanging from the ceiling. Watch for the guard's reflection in the large orb on the left. When you see him pause under it, shoot through the chain that holds it up. It will fall and knock the guard out. Go back to the left, down the stairs, then to the right past the unconscious guard.



You can't get through this room while the guard is conscious.



When you can see the guard's reflection in the orb, fire at the chain.



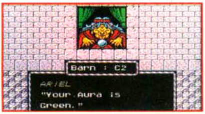
When the chain breaks and the orb falls, it will knock the guard out cold.

MIGHT & MAGIC

HOW DO I FIND OUT WHAT MY CHARACTERS' COLORS ARE?

Joe Bayne

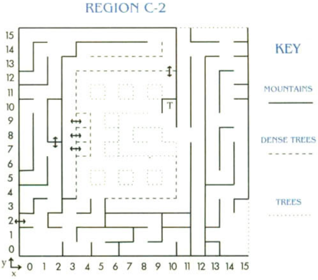
Although you start in the town of Sorpigal, you'll leave the city after building your party's strength and experience levels. Before you leave Sorpigal, it's wise to have attained Level 5 and found the Fly spell. When you exit, you'll find yourself in the great outdoors of Region C-2. If you use the Fly spell, you'll land at coordinates x10, y10. You must find the Gypsy Seer at x9, y11 to discover your party members' colors. The colors themselves have no special powers, but you will be denied valuable information and precious items later in the game unless you know what each person's color is. Keep in mind that if you change your characters' alignments, you'll have to get new colors.


Barn : C2

ARIEL

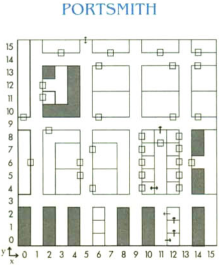
"Your Aura is Green."

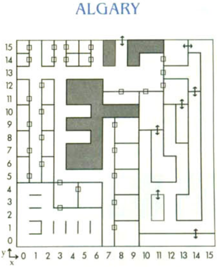
Find the Gypsy at x9, y11 to find out what your characters' colors are. Be sure to write them down.

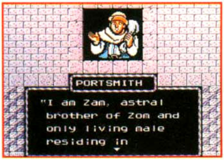


? HOW DO I FIND THE RUBY WHISTLE? ?

There are scads of secrets to uncover in Might & Magic. Although visiting some areas and finding some items in the game is optional, obtaining the Ruby Whistle is important—you won't be able to enter the Stronghold under the Enchanted Forest without it. To find it, you'll have to piece together the clues that the Astral Brothers give you. First, go to Portsmith and find Zam. He's waiting at coordinates x12, y2. Be advised that Portsmith is a city of women, so male party members must be very careful. Zam's message is "C-15." Next, go to the town of Algary and locate Astral Brother Zom at x1, y1. The cryptic clue he gives you is "1-15." When you combine the two clues, you come up with a location: Region C-1, x15, y15. Exit Algary and use the Fly spell to reach C-1. Go to x15, y15 and pick up the Ruby Whistle. When used as an item, it can Awaken sleeping party members. It also lets you gain entrance to the mysterious levels of the Stronghold under the Enchanted Forest. If you talk to a Lord and begin another quest before you find the whistle, you must repeat these steps to make it appear.

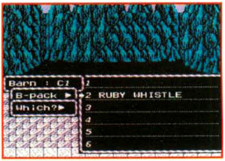





PORTSMITH

"I am Zam, astral brother of Zom and only living male residing in

Visit the Astral Brothers, Zam and Zom, to find the secret location of the Ruby Whistle. When you put their two clues together, they add up to x15, y15 in Region C-1.


Barn : C1

B-pack ▶

Which?▶

1

2 RUBY WHISTLE

3

4

5

6

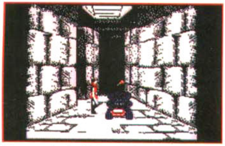
When you find the Ruby Whistle and use it as an item, you'll have the ability to wake up sleeping party members and you'll be able to enter the area under the Enchanted Forest.

KING'S QUEST V

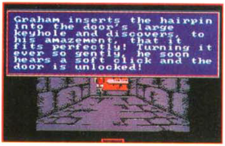
HOW DO I FIND DINK AND GET OUT OF THE LABYRINTH?

Tim Tozer

To escape the labyrinth of Level 4, you must find the maze-monster, Dink. He's not so bad—he won't hurt you if you stay far enough away, and he has a fondness for music. You can either try to track him down or you can use the Tambourine anywhere in the maze and let him find you. When you play the Tambourine, he'll run up and take it from you. In return, he'll give you a Hair Pin. That sounds like a lousy trade, but the pin is your key out of the maze. Find the Wooden Door that leads from the labyrinth to the interior of Mordack's Castle, use the Hair Pin to pick the lock, then enter and explore the castle.

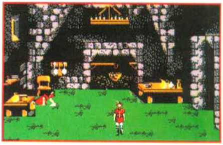


When you play the Tambourine inside the maze, Dink will run up and take it away from you.



Graham inserts the hairpin into the door's large keyhole and discovers, to his amazement, that it fits perfectly! Turning it ever so gently, he soon hears a soft click and the door is unlocked!

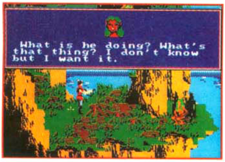
The Hair Pin Dink gives you in return isn't worthless. Use it to pick the lock on the Wooden Door.



When you manage to open the lock, you can enter Mordack's Castle and explore its interior.

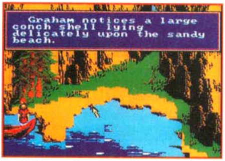
HOW DO I GET THE OLD MAN TO HELP ME?

The Old Man in Area 3 won't help you until you have the Conch Shell, which you must retrieve from Harpy Island. When you first arrive there, you and Cedric will be captured by the Harpies. Pick up the shell and use the Harp on yourself to avoid being eaten by the Harpies. When you return to the Old Man's house and use the Conch, he'll help you by healing Cedric and summoning the Pearl.



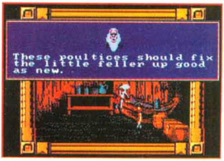
What is he doing? What's that thing? I don't know but I want it.

Save yourself from the hungry Harpies by using the Harp as soon as you arrive on their island.



Graham notices a large conch shell lying delicately upon the sandy beach.

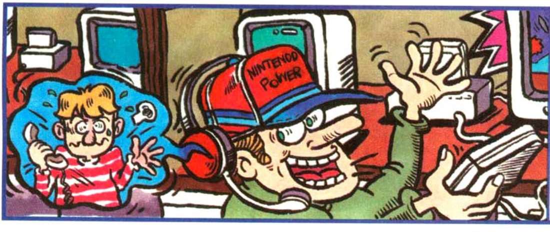
The Old Man can't hear you until you have this Conch. Take it back and use it when he opens the door.



These poultices should fix the little feller up good as new.

When he can hear your plea for help, the Old Man will offer to help you by healing Cedric.

CALL ON THE PROS FOR POWER PLAYS



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.

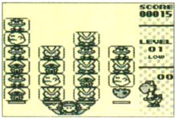
POWER PLAYERS

Here are the Challenges for this month. Try them out and send us a photograph of your best scores and achievements. The best results will be printed on the following page in future issues. This month features some of the first Power Players to meet and beat our challenges. Check out these scores! If you think you can do better, then what are you waiting for? Pick up your Controller and start playing. We can't wait for your response.

THE LEGEND OF ZELDA: A LINK TO THE PAST

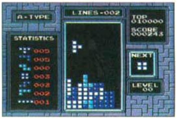
CHALLENGE: Can you complete the game in under 10 lives?
Try to finish the game without getting defeated. Good Luck!

YOSHI



CHALLENGE: What is the highest score you can get when you play Game A?
The more enemies you have between the Yoshi eggs, the higher your score will be.

TETRIS



CHALLENGE: What is the highest score you can get when you play Game A?
Try to get as many Tetrises as possible to raise your score.

SUPER MARIO KART

CHALLENGE: How fast can you complete Mario Circuit 1 in the Time Trial Mode?
You can use any of the racers that you prefer.

TRACK AND FIELD

CHALLENGE: How high of a score can you get in the Competition Mode?
It will take at least 10,000 points to win the gold medal.

NES OPEN TOURNAMENT GOLF

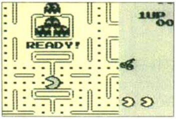
CHALLENGE: What is the lowest score you can get on the Japan course?
Be careful, there are lots of water hazards!

F-ZERO

POWER
0'15"80

CHALLENGE: What is the fastest time you can get on the Mute City I time trial?
Try racing in the Practice Mode, you will get faster times!

PAC-MAN



CHALLENGE: What is the highest score you can munch in this classic?
To get big bonus points try to eat all four of the ghosts at the same time.

KICKLE CUBICAL

CHALLENGE: What is the highest score you can get in this puzzler?
Remember not to continue so you don't erase your score.

Let the challenges begin!

THE LEGEND OF ZELDA: A LINK TO THE PAST

Finished the game with the least number of lives.

Triple Zero Club!

Ryan Adler Middletown, NY	000
Andrew Ariens LeMoore, CA	000
Theresa Cripe Ventura, CA	000
Bonnie Randolph Laurel, CA	000
Adam Sanchez Fremont, CA	000
Lee Williams Eugene, OR	000
Mike Mueller Dickinson, ND	000

Other Great Finishes

Robert Connally Sulphur Springs, TX	001
Nick Rivick Dyer, IN	001
Adam Smehyl Sebring, FL	002
Mike Murphy Aberdeen, MD	003

METROID II: RETURN OF SAMUS

Finished the game in the shortest time.

Leon Marcelis **San Leandro, CA**	**09:08**
Joshua Cohen Hartsdale, NY	09:59
Eric Sinn New York City, NY	13:14

SUPER MARIO KART

Best Time on Mario Circuit 1 Time Trial.

Justin Feller **Grove City, OH**	**1:06:71**
Micheal Postow Cincinnati, OH	1:08:29
Nick Nighbert Galloway, OH	1:09:55
Steven Luich El Cajon, CA	1:10:89
Lee Bleier Redwood Valley, CA	1:11:47

DR. MARIO

High Scores on Game A.

Adrienne Kakazu **Escondido, CA**	**770,100**
John Borreson Circle Pines, MN	765,300
Joyce Austin Latrobe, PA	711,000
Glen Hill Rockland, ME	475,200
Carol Rees Bolingbrook, IL	405,600
Julie Kakazu Escondido, CA	405,300
Karen Green Strongsville, OH	402,300
Patricia W. Way Largo, FL	374,900

NES OPEN TOURNAMENT GOLF

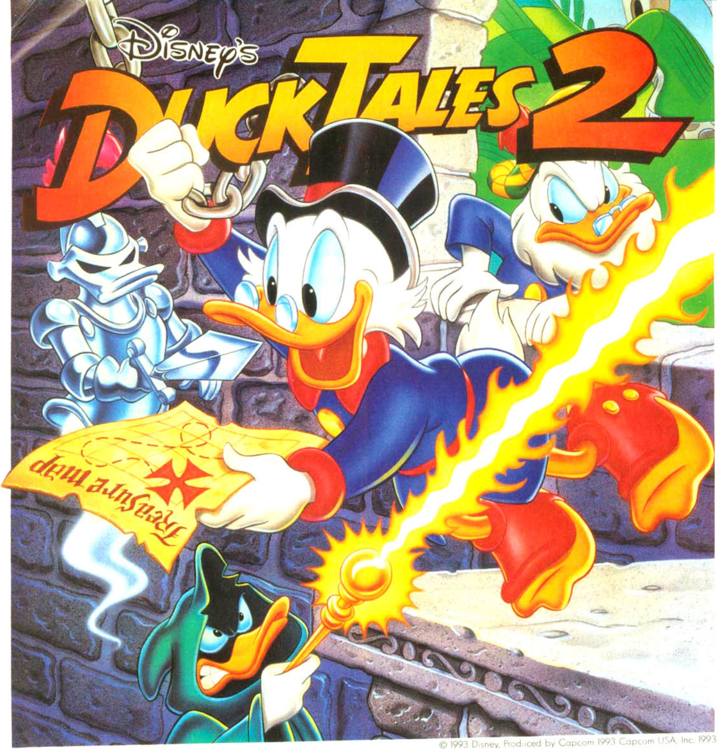
Score to beat on the Japan Course.

Greg Lowder **Game Play Counselor**	**-14**

WHAT A GREAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo.

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733



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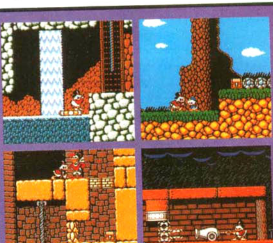
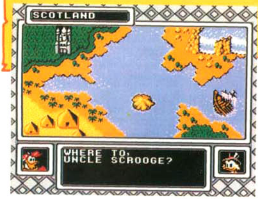
THE RETURN OF UNCLE SCROOGE

It's been a while since Capcom sent Uncle Scrooge out on his first NES DuckTales adventure. We're happy he's back. The first DuckTales game was very well received by action/adventure game fans. This sequel is very similar and should prove to be just as smashing! The game play and screen text fit the DuckTales age category nicely, but that's not to say an older player wouldn't enjoy the game. They most likely would.



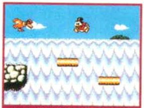
Many Tales To Tell

You can choose to send Uncle Scrooge to any one of five locations to start his journey. The order that you complete the stages is not important. What is important, however, is that you find pieces of the Map in each stage. Doing so allows you to go to a bonus stage, Underground.

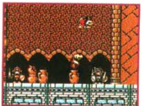


SCOTLAND

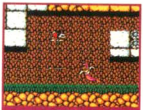
WHERE TO,
UNCLE SCROOGE?



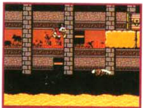
NIAGARA



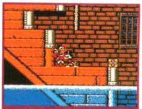
SCOTLAND



MU



EGYPT

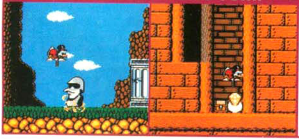


BERMUDA

Cane You Handle It?

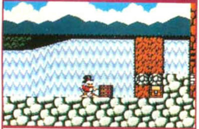
Uncle Scrooge carries his trusty cane with him at all times. It's very useful. He'd be lost without it. It allows him to jump higher, break through obstacles and it also helps him to fend off enemy attacks. The cane can also be strengthened with various attachments that will be given to Uncle Scrooge along the way.

POGO JUMP



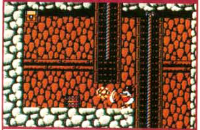
The easiest cane technique to master is the Pogo Jump. By holding down the B Button, Scrooge will point his cane toward the ground. Doing so enables him to jump higher and to smash obstacles and trash enemies.

PULLING



By latching his cane onto certain moveable objects, Uncle Scrooge can pull them out of the way or pull them into a more advantageous position.

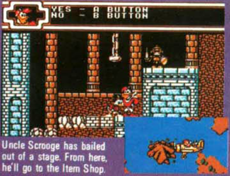
FORE!



Uncle Scrooge plays a lot of golf when he's at home. To break an object, stand next to it, press the Control Pad in its direction and press the B Button.

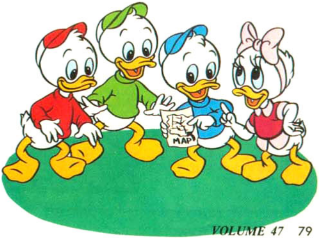
YOU WANNA GO HOME?

When Uncle Scrooge finds Launchpad, he can opt to be flown out of the stage instead of completing it. Mass quantities of money can be built up by using this strategy.



YES - A BUTTON
NO - B BUTTON

Uncle Scrooge has bailed out of a stage. From here, he'll go to the Item Shop.



Niagara

A Crystal Flower, which blooms only once every 1000 years, is fabled to be found on the far side of the treacherous falls. Uncle Scrooge isn't the only one trying to round up the legendary blossom; Flintheart Glomgold is said to be searching for it, too. In fact, he may already have found it!

GOODIES

These are the Items that Uncle Scrooge will find throughout each of the stages.

SMALL DIAMOND

Small Diamonds are worth $1000. Not much, but still worth getting.

BIG DIAMOND

Big Diamonds are worth $10,000. They are rather plentiful.

PINK DIAMOND

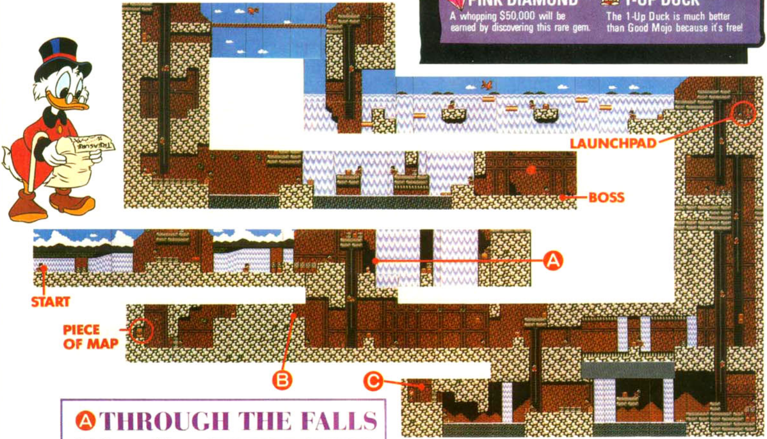
A whopping $50,000 will be earned by discovering this rare gem.

ICE CREAM

Delicious. These cones restore Uncle Scrooge's health.

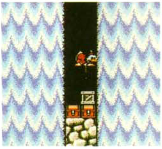
1-UP DUCK

The 1-Up Duck is much better than Good Mojo because it's free!



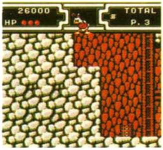
Ⓐ THROUGH THE FALLS

Uncle Scrooge can find a hidden passage that will take him through the falls. He may not even get wet! Pogo Jump off of the boxes in the mid-section of the falls to get to the large chest on the far right. A 1-Up Duck is located inside of the chest. On his way back through the falls, Uncle Scrooge should break open both of the small chests.



Ⓑ MAP PIECE

Without the help of our maps, you might not be able to find a lot of the pieces to the treasure map. There are seven map pieces to be found in all. Uncle Scrooge will have to jump up and break out a hidden box in order to proceed to the left and find the large treasure chest that holds the map piece. Jump up and break open the box.

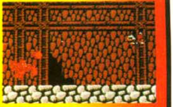


Ⓒ IRON ADAPTER

An extremely useful item, an Iron Adapter will be received after talking to Gyro. He'll attach it to Uncle Scrooge's cane. With the attachment, Uncle Scrooge will be able break more things with his already powerful Pogo Jump.

STEAMING MAD!

This is probably the easiest boss to defeat. He moves strictly from side to side, pausing momentarily to shoot an easily-dodged fireball. Continue to Pogo Jump and land on the head of the boss five times in order to defeat him.

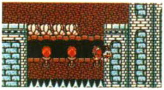


Scotland

An ancient castle is the spooky setting for Uncle Scrooge when he travels off to Scotland. An evil sorcerer is said to be inhabiting the stone mansion. Uncle Scrooge knows that there is a piece of the map hidden somewhere within the castle walls.

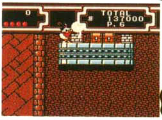
Ⓓ SECRET ROOM

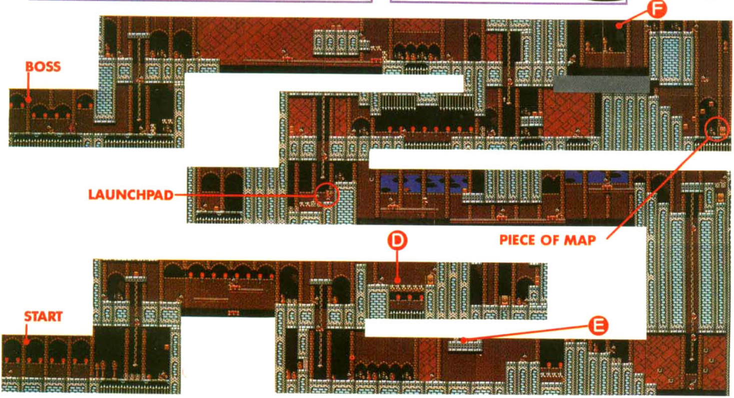
By breaking out the stones that cover the spear pit, Uncle Scrooge can find a secret room. Fall into the pit from the right side and press the Control Pad to the right. Uncle Scrooge will enter a hidden passageway that will take him to the secret room.



Ⓔ HIGH JUMP

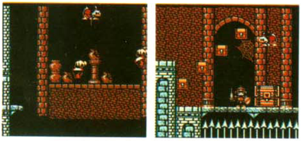
There are two ways to reach this platform. First, Uncle Scrooge can Pogo Jump off of an enemy and up to the platform or he can stand on the Arrow Block to make a series of platforms appear. He can jump from platform to platform to get to the treasure chests.





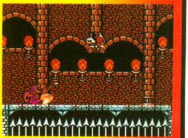
Ⓕ TRIPLE JUMP

There is another hidden passageway that will take Uncle Scrooge into an area that has no floor. Pogo Jump through the passageway and proceed to Pogo Jump out and onto the flying lanterns. When Uncle Scrooge lands on the third lantern, he should be in perfect position to make it across the gap. Any hesitation in this area can be extremely costly.



REPEL THE SPELL

This sorcerer has a split personality. He's doubly evil! Stand in the middle of the room and wait for the sorcerer to appear on both sides of you. As soon as one sorcerer begins to disappear, hightail it over to the other one and Pogo Jump on his head. Watch out for the sorcerer's magic blasts. Hit him five times and then claim your treasure!

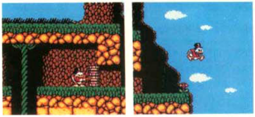


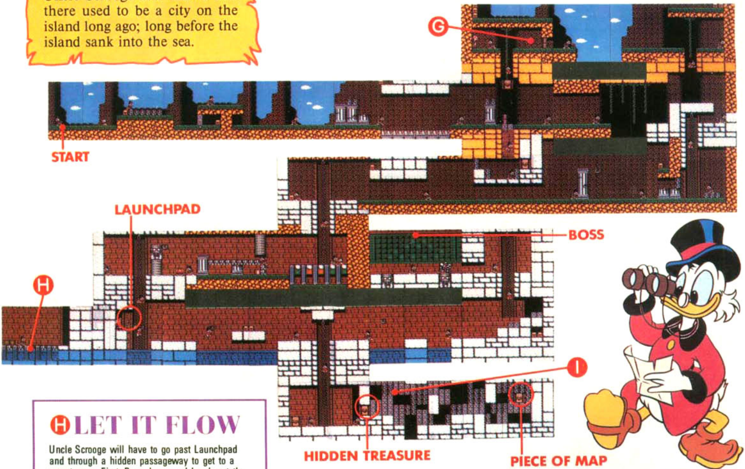
Mu

Mu. Huh? Sounds like something a cow would say. Oh, well, it's only a game. This island is thought to be unstable, but deep within, a mysterious and magical stone plate can be found. Uncle Scrooge also knows that there used to be a city on the island long ago; long before the island sank into the sea.

Ⓖ PULL THE COLUMN

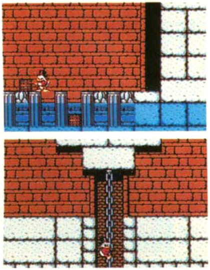
Gyro will be on hand here to give Uncle Scrooge a new upgrade item for his cane. It's a Power Adapter. Now you can latch Uncle Scrooge's cane onto this heavy column and pull it back to clear a path. Uncle Scrooge will also have to pull on the flower to launch himself across the gap in this area. This is the only occasion in the game where he'll have to pull on a flower.





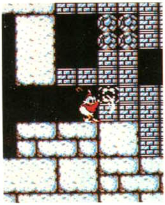
Ⓗ LET IT FLOW

Uncle Scrooge will have to go past Launchpad and through a hidden passageway to get to a secret room. First, Pogo Jump and break out the third block from the right. Drag one of the canisters over until it falls into the hole. Now break out the fourth stone from the right and drag the remaining canister into it. The island will rumble and Uncle Scrooge will have accomplished a miraculous task.



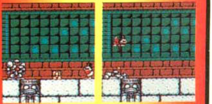
Ⓘ SWING IT

There are plenty of treasures to be had in this area of Mu. Uncle Scrooge will need to have obtained a Hammer Adapter for his cane so he can break stronger blocks by swinging it. Break through the stones and blocks to get at the treasure chests. A map piece can be found in this area.



GRANITE GARGANTUAN

This boss is not easy to defeat. Pogo Jumping won't hurt him while he's walking around, but that's what you should do until some blocks have fallen to the floor. Swing at a block and knock it at the boss. When he crumbles, Pogo Jump on the red spot.



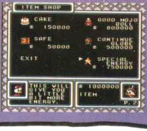
Jump over the arm cannon shots from the boss and then take a big swing at the blocks that have fallen to try to crumble this rock monster away.

Egypt

King Khufu's Knife, the treasure of the Nile, awaits Uncle Scrooge in an ante-chamber in this ancient Egyptian pyramid. Uncle Scrooge also gets the feeling that there are many other undiscovered areas with untold treasure within the pyramid. He'll have to solve a puzzling puzzle to get a map piece here.

FOR SALE!

Each time Uncle Scrooge exits a stage, he will go to the Item Shop. There, he can exchange his prized findings for even more valuable Items.



THIS WILL GIVE YOU A LITTLE BIT MORE ENERGY.

CAKE

$150,000

Eating the Cake will restore Uncle Scrooge's health.

CONTINUE GLOBE

$500,000

Always have one of these in your inventory of Items.

SAFE

$50,000

This allows him to carry over his loot to the next round.

SPECIAL ENERGY

$750,000

This adds another dot to Uncle Scrooge's Hit Point gauge.

GOOD MOJO DOLL

$800,000

Good Mojo is basically a 1-Up that Uncle Scrooge can buy.

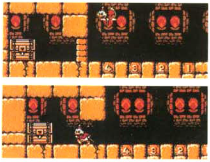
PIECE OF MAP

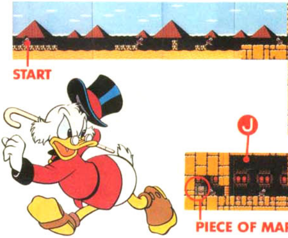
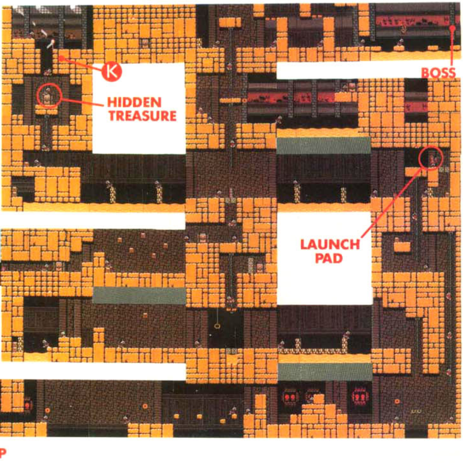
$1,000,000

To find the Bonus Stage, Uncle Scrooge must buy this.

Ⓙ THE PUZZLE

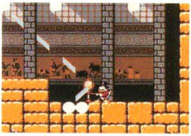
One of Uncle Scrooge's nephews tells him: "One is three, three is two, four is one, two is four." This means that Uncle Scrooge should Pogo Jump on Block 1 three times, Block 3 two times, Block 4 one time and Block 2 four times. If Uncle Scrooge follows this pattern precisely, a door will open up to reveal a treasure chest that holds a piece of the map.



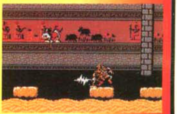
Ⓚ MIRROR REFRACTION

If Uncle Scrooge pulls the mirror back into the path of the sunlight, it will cause a laser-like effect and the stones in the floor will disintegrate. A hole then opens up to another room. Drop down through the hole to find the treasure in a big treasure chest.



ENTER SANDMAN

Pogo Jump five times on the head of this boss when it emerges from the sandy floor. Move away quickly to avoid the lightning bolts he casts directly at you.

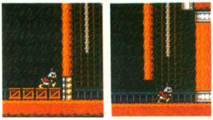


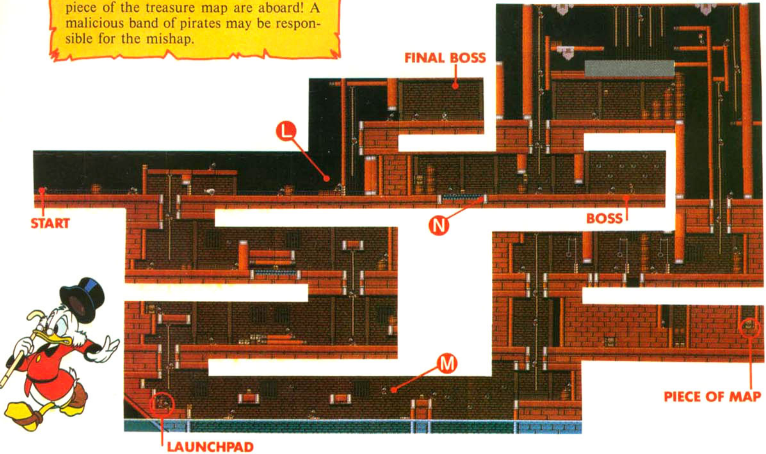
Bermuda

Usually, setting off to Bermuda involves some sort of vacation-type experience. Such is not the case this time for good ol' Uncle Scrooge. Apparently, a large cargo ship has been wrecked just off of the coastline in the Bermuda Triangle. The Mermaid's Teardrop, a famed jewel, and a piece of the treasure map are aboard! A malicious band of pirates may be responsible for the mishap.

Ⓛ NOT SO FAST, BUDDY!

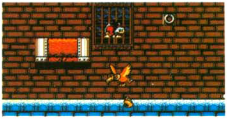
Uncle Scrooge won't be able to get past this obstacle yet. This leads to the final boss in the game. It won't be opened until Uncle Scrooge has collected all of the treasures from the stages. When he has, Flintheart Glomgold will open up the doorway to let Uncle Scrooge come through for the final confrontation.





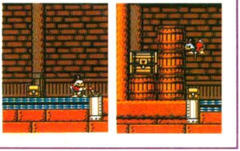
Ⓜ HOPPING, HANGING AND HAWKS

Uncle Scrooge can ride the raft through this watery area, but he's likely to get bombed by the shells that the hawks drop. It's quite a bit easier to take the high route. To get from platform to hook to platform, just use the hawks that fly by as stepping stones. Pogo Jump off of them to reach the next platform or hook.



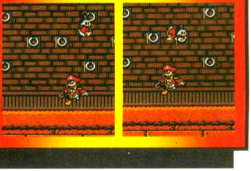
Ⓝ CONVEYOR TO TREASURE

Position Uncle Scrooge on the left side of the lever and latch on to it with the cane. Pull the lever so the small treasure chest moves all the way to the left. Pogo Jump on the chest to propel Uncle Scrooge up and over the stack of three barrels. Now he can reach and open the big treasure chest to get a 1-Up. Jump back over the barrels quickly to pick up the Diamond that was hiding in the small chest.



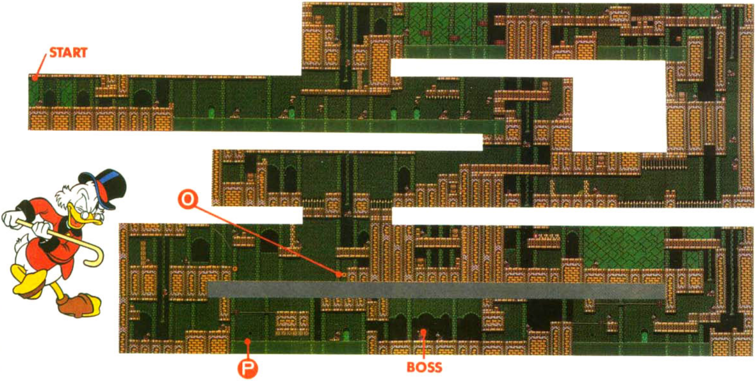
DUCK HOOK

Uncle Scrooge should make every effort to hang from the uppermost hooks when fighting this crazed boss. When the boss moves underneath Uncle Scrooge, let go of the hook while holding down on the B Button. Uncle Scrooge will automatically Pogo Jump on the head of the pirate boss. Repeat the procedure as necessary until the boss is properly defeated.



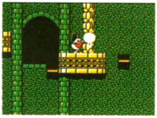
The Underground

Once Uncle Scrooge gets seven pieces of the map, he'll be whisked off to an underground section of the Scottish castle to find the great treasure of McDuck. If he defeats the boss in this level, he'll walk away with the treasure and you'll receive a different ending to the game.



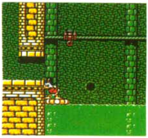
Ⓞ ANOTHER ARROW BLOCK

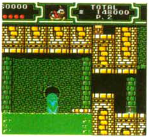
Depending on which direction Uncle Scrooge takes in the upper section of this underground stage, he may or may not come to this area. If he does, stand on the arrow block to make some platforms appear. Uncle Scrooge can also Pogo Jump on the lanterns that fly by to get through this area, too.



Ⓟ RISKY BUSINESS

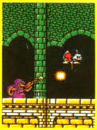
This area of the underground Bonus Stage can be quite difficult. First, Uncle Scrooge must set the raft in motion. Secondly, he must grab on to the moveable hook and ride it to the right and then jump up to the top of the platform. He'll then have to catch the raft on the other side of the platform as it comes out from under it. Plan your moves carefully before undertaking this nerve-racking task.

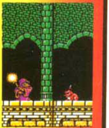




SORCERER'S RETURN

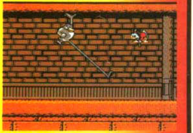
The evil sorcerer is back again and he's not very thrilled that Uncle Scrooge has discovered his secret labyrinth. The trick when battling the sorcerer this time is to use the same strategy as before, but pay closer attention to the fireballs that the sorcerer shoots out. They will temporarily turn Uncle Scrooge into a frog if he comes in contact with them. Don't jump around if you get turned into a frog. Wait until the spell wears off.



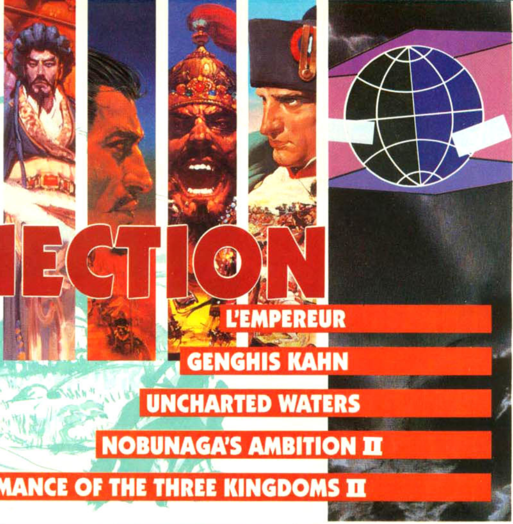


GLOMGOLD AND THE D-1000

Webby has been kidnapped. Glomgold knows that Uncle Scrooge has all of the treasures and he figures this is the only way to get them. Glomgold unleashes his D-1000 machine against Uncle Scrooge. The Pogo Jump will prevail, though! Don't move in until the D-1000's limbs have retracted.



THE KOEI CONNECTION



L'EMPEREUR

GENGHIS KAHN

UNCHARTED WATERS

NOBUNAGA'S AMBITION II

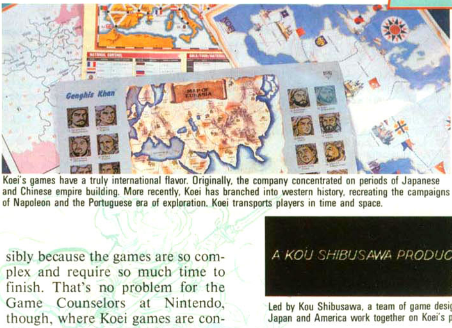
ROMANCE OF THE THREE KINGDOMS II

ALL THE WORLD'S A STAGE

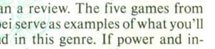
You've probably seen them in the store, games with strange names like Nobunaga's Ambition, Genghis Khan, L'Empereur—like pages out of an historical text. But if you've never taken one of these games home, you don't know what it is you're missing. Koei's historical RPGs have about as much resemblance to the traditional RPG as a cannon has to a dragon. What the game designers at Koei have mastered is to take some critical or fascinating period of history and put players in the middle of it so that they can reshape history according to their actions. That's one reason why these games have such a dedicated following, and have kept that following since the first Nobunaga appeared for the NES three years ago. Other reasons for the success of these games is their complexity and realism. You are truly in the seat of power, ordering domestic policy and military strategies. This is as close to the throne as most of us will ever get.

The popularity of these strategy RPGs has not reached the mainstream of video game players, possibly because the games are so complex and require so much time to finish. That's no problem for the Game Counselors at Nintendo, though, where Koei games are considered to be some of the most challenging and interesting games available. Tens of thousands of war games also play these types of strategy games, and they do it all on paper. On the NES or Super NES, strategy RPGs are accessible to anyone with curiosity to try them out.

This article is an introduction to the category of strategy RPGs rather than a review. The five games from Koei serve as examples of what you'll find in this genre. If power and intrigue fascinate you, if you've always wanted a totally involving game experience, if you feel that you can conquer the world, then read on.



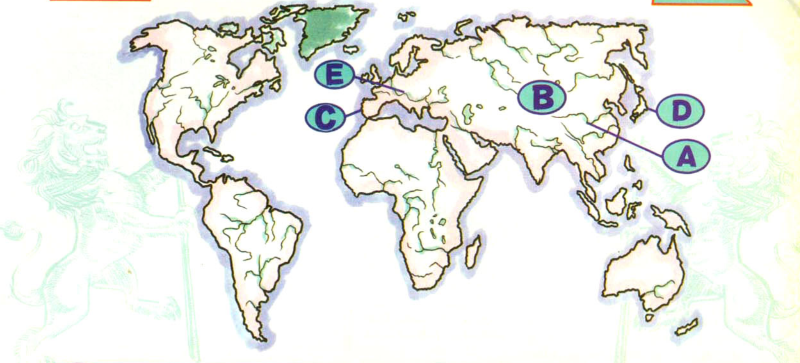
Koei's games have a truly international flavor. Originally, the company concentrated on periods of Japanese and Chinese empire building. More recently, Koei has branched into western history, recreating the campaigns of Napoleon and the Portuguese era of exploration. Koei transports players in time and space.



A KOU SHIBUSAWA PRODUCTION

Led by Kou Shibusawa, a team of game designers in Japan and America work together on Koei's products.

KOEI'S WORLD



A ROMANCE OF THE THREE KINGDOMS II

190 A.D. . . . (NES & SUPER NES)

The Han Dynasty is in disintigration. Warlords around the capital are consolidating their power. Armies are on the move. When the Emperor is cast out, two decades of war follow.

Romance II for the Super NES can begin with any of six different scenarios between 190 A.D. and 215 A.D.. Your goal is to unite China's 41 provinces into a single empire.

B GENGHIS KHAN

1174 A.D. . . . (NES)

From humble beginnings, a Mongol from the steppes of Asia unites the warring Mongol tribes to become the Great Khan. His next step is to conquer virtually the entire known world.

You can play two scenarios in this game: either unite the 14 Mongol Tribes or conquer the world. In the World Conquest scenario, you can choose to be one of four world leaders.

C UNCHARTED WATERS

1502 A.D. . . . (NES & SUPER NES)

The great era of exploration has begun. Columbus has discovered America. Vasco da Gama has pioneered a sea route to India. Now a young mariner begins his voyage into the unknown.

As a young Portuguese captain, you set out to revive the fortunes of your family through trading and discovery in exotic lands. You have 17 years to prove yourself worthy of the King's favor.

D NOBUNAGA'S AMBITION II

1560 A.D. . . . (NES)

Feudal Japan has been chopped into dozens of tiny fiefdoms by the warlike daimyos. War isn't the only plague on the land, but Oda Nobunaga won't let anything stand in his way.

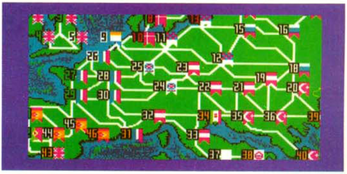
In both scenarios, your goal is to unite as much of Japan as possible. Playing either as Nobunaga or one of the other great daimyos, you'll wage war and govern your home territories.

E L'EMPEREUR

1796 A.D. . . . (NES)

The American Revolution has fired the ambitions of the French. It is the destiny of one young officer to rise up and lead France to dominate Europe. His name is Napoleon!

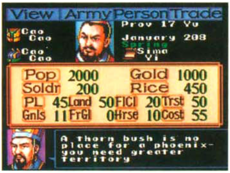
The four scenarios each begin at a crucial point in the life of Napoleon. Your goal is to expand French control to all 46 represented cities in Europe and to become L'Empereur.



In L'Empereur, your goal is to unite Europe. War is just one of many means to your end. Diplomacy and social conditions are also key elements.

THE PEOPLE WHO SHAPED HISTORY

When you begin one of these historical strategy games, you'll assume the role of one of the movers and shakers—one of the so-called Great Men! Knowing the tactics that they used to consolidate and maintain their power may be useful, but it is probably more important to understand the intricacies of Koei's model. One of the major features of most of these games is your interaction with other Great Men, and some who are not so great. Since most of these games have multiple player options—up to 12 players can play alternately in Romance of the Three Kingdoms II—some of those historical characters might be your human opponents. In most cases, the opponents are controlled by the program. The computer model sets parameters for these characters, such as whether or not they can be bribed, or are likely to go to war when the odds are against them, and many other traits. As you make your moves, the computer reacts according to these preset models. In other words, it becomes vital to know your enemy. This can be a great advantage, since actual human opponents seldom react in a predictable manner. The Great Men, except the captain of Uncharted Waters, have one thing in common. They extended their power by the use of warfare. They may use other means in addition to war, but conquest was always the key. If you are to succeed in their place, you must study the art of war, including supplying your troops, keeping morale high, safeguarding your homeland and keeping your economy running smoothly. The one rule is be prepared for anything.



View Army Person Trade

Cao Cao

Cao Cao

Prov 17 Yu

January 208

Spring

Sima Yi

Pop 2000 Gold 1000

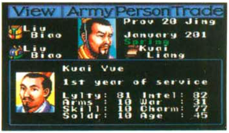
Soldr 200 Rice 450

PL 45 Land 50 FlCl 20 Trst 50

Gnls 11 FrGl 0 Hrse 10 Cost 55

A thorn bush is no place for a phoenix-you need greater territory

In most of these games you'll have access to advisors-computer characters who give you strategic and tactical advice. As your allies, they must be kept happy.



View Army Person Trade

Liu Biao

Liu Biao

Prov 20 Jing

January 201

Spring

Kuai Liang

Kuai Yue

1st year of service

Lylty: 81 Intel: 82

Arms : 10 War : 31

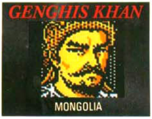
Skill: 10 Charm: 77

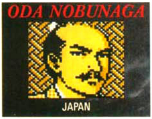
Soldr: 10 Age : 45

HISTORY LIVES!

Unlike most games, the characters in Koei's RPGs put you in the role of people who really lived and changed history. You can study their lives to get playing hints.

NAPOLEON
FRANCE


GENGHIS KHAN
MONGOLIA


ODA NOBUNAGA
JAPAN

CAO CAO
CHINA

RICHARD I
ENGLAND

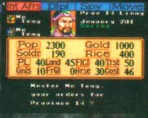
Romance of the Three Kingdoms II gives you the most options of any game since you can choose to play the part of any of 11 historical generals, or to create one.

MOBS AND MONEY

As the ruler of a nation, you'll be responsible for more than making war on your neighbors. At the heart of any society is its ability to take care of itself. First, you must feed your people. In the Japan of Nobunaga's day, this essential requirement was met by the rice harvest. In L'Empereur and Genghis Khan, the central commodity is Food, which includes all crops produced in a territory. One must consider how commodities affect your overall status. For instance, Food in L'Empereur is used to feed the people and keep them productive. It is also used to pay Officers, which is something you might overlook, resulting in low officer morale. This is even true in Uncharted Waters. During your voyages of exploration, you must have an adequate stock of food and water aboard or your crew will perish. In Nobunaga's Ambition II, other considerations range from Taxes (to fund your expansion), to Trade (to raise the level of prosperity, which results in more taxes) to Flood Control (which protects against typhoons) to Population (which determines how many soldiers you can raise.) The other games have their own sets of considerations. The trick in each case is to balance the needs of your population and allies with the needs of your war machine. The last thing you want is food riots back home.

COMMAND SCREENS

ROMANCE OF THE THREE KINGDOMS II

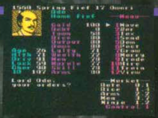


Prov 14 Liang
January 201

Pop	2300			Gold	1000		
Soldr	190			Rice	400		
PL	40	Land	45	FlCl	40	Trst	50
Gnls	10	FrGl	0	Hrse	30	Cost	46

Master Ma Teng,
your orders for
Province 14 ?

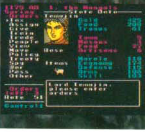
NOBUNAGA'S AMBITION II



1560 Spring Fief 17 Owari

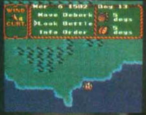
Lord Oda,
your orders?

GENGHIS KHAN



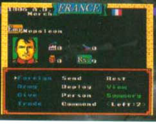
Lord Temujin,
please enter
orders

UNCHARTED WATERS



Mar 6 1502 Day 13
Move Debark
▸Look Battle
Info Order
5 days
5 days

L'EMPEREUR



1806 A.D.
March
Napoleon

▸Foreign	Send	Rest
Army	Deploy	View
Give	Person	Summary
Trade	Command	(Left:2)

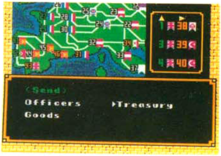
ROYAL IMPERATIVES

STRESSED-OUT RULERS

There are so many adjustments and decisions to make that you can go nuts, at first. Eventually, you'll learn what settings produce the best results. After that, you just have to react to disasters and prepare for war.

DIPLOMACY

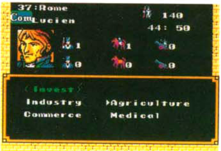
Diplomacy can be described as the art of licking one's neighbor's boots while threatening to stab him in the back. For example, in Romance of the Three Kingdoms II, you can arrange marriages, alliances, send gifts or threaten to slit a rival's throat.



(Send)
Officers ▸Treasury
Goods

INFRASTRUCTURE

Nations can be described as a collection of potential disasters waiting to roll over and crush the unwary leader. Be prepared by spending money on infrastructure like bridges, dams, city fortifications and the training of troops.

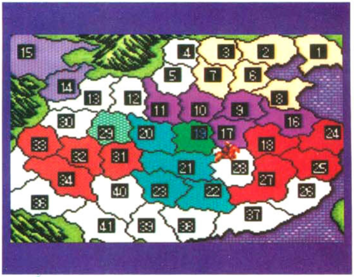


37:Rome
Com Lucien
140
44: 50
1 1 0
0 0 0

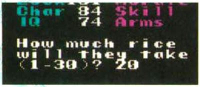
(Invest)
Industry ▸Agriculture
Commerce Medical

ONCE MORE INTO THE BREACH

He who lives by the sword, thrives by the sword—at least in the case of Koei rulers. The more ancient periods have somewhat simpler combat since they were limited to the types of forces at their disposal. In L'Empereur, however, you control artillery units, cavalry, infantry, and naval fleets. Strategic considerations include knowing what sorts of units you'll need. For instance, do you spend more money on fewer artillery units, hoping to get more bang for more bucks? On the tactical side, Koei often employs a hex type of strategy in which the icon for your military unit occupies a space on the map screen. When you move the icon next to your opponent, you can wage war. Since each map hex or square has its own type of terrain, you can choose advantageous locations to fight. For instance, it is generally easier to defend a mountain or forest area while it is better to attack on a grassy plain.

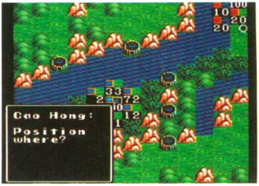


There are many factors to consider during a battle. As commander-in-chief, you'll order attacks, retreats and all other actions.


Char 84 Skill
IQ 74 Arms

How much rice will they take (1-30)? 20

In some games you must carry a supply of food into war. If you run out, you lose the war.



Cao Hong:

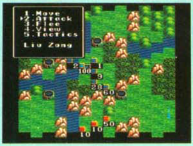
Position where?

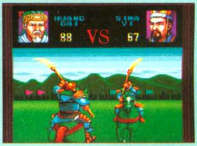
Know the different forces arrayed against you and study the terrain where you can meet them.

HISTORY NEVER REPEATS

ROMANCE OF THE THREE KINGDOMS II

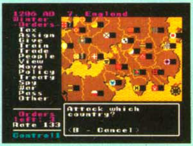
Romance of the Three Kingdoms II is unique in the gaming world in that it allows for twelve players to make alternating moves. Even if you play against the computer, the personalities, strengths and weaknesses of the Chinese warlords are crucial to your strategy. Another innovation is varying weather conditions, which can affect the outcome of a battle.


1. Move
▸2. Attack
3. Flee
4. View
5. Tactics
Liu Zong


HUANG GAI
SIMA YI
88
VS
67

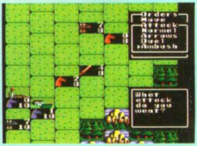
GENGHIS KHAN

Genghis Khan may be the most absorbing of Koei's strategic games because its theme is so sprawling and you can rewrite history. Instead of Genghis's triumph over the Eurasian continent, imagine what the world would be like if England or Byzantium had spread to the East. Other innovations include populations that age and die and a wide variety of trade goods.


1206 AD 7. England
Winter
Orders
Tax
Assign
Give
Train
Trade
People
View
Move
Policy
Treaty
Spy
War
Pass
Other
Orders left: 3
Rate 133
Control1

Attack which country?

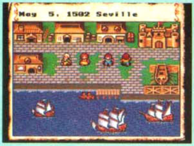
(B - Cancel)

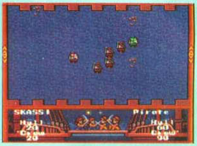

Orders
Move
Attack
Normal
Arrows
Duel
▸Ambush

What attack do you want?

UNCHARTED WATERS

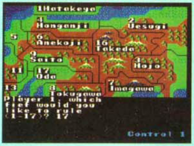
Uncharted Waters is definitely the most unique of the historical games. Warfare is not the central activity, although you should be prepared to fight. Trading and exploration are the key. You'll navigate your ship along unmapped shores, searching for rumored kingdoms. You can establish trading posts and create an entire fleet of ships, all working to make you rich.


May 5, 1502 Seville

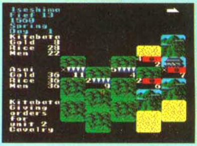

SKASSI
Hull 20
Crew 20
Pirate
Hull 60
Crew 90

NOBUNAGA'S AMBITION II

Based on the original Koei historical strategy game, Nobunaga's Ambition II has a refined computer model and more depth. Most of the elements found in later games were pioneered in NA and NA II. Diplomacy, warfare, production, trade, multiple rivals with personal data-all of it is here. You can bribe enemies and launch ambushes, as well.


1Hatakeya
4 Hongenji
2 Uesugi
5
6 Anekoji
16 Takeda
9 Saito
3 Hojo
11
17 Oda
13
8 Tokugawa
7 Imagawa
Control 1

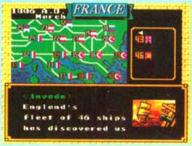
Player 1, which fief would you like to rule (1-17)? 17


Iseshima
Fief 13
1560
Spring
Day 1
Kitabata
Gold 8
Rice 28
Men 22
Asai
Gold 36
Rice 36
Men 36

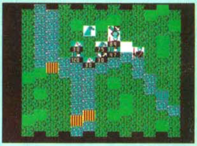
Kitabata Giving orders for unit 2 Cavalry

L'EMPEREUR

As we know today, Napoleon's quest to conquer Europe was doomed to failure. Knowing his mistakes, maybe you'll succeed. This game scores over the older scenarios like Nobunaga's Ambition in that it makes use of more modern military units. The variety of battle is greater, but there aren't as many domestic situations requiring your Imperial intervention.

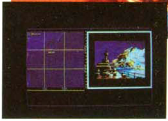

1806 A.D. March
FRANCE
43
46

⟨Invade⟩
England's fleet of 46 ships has discovered us

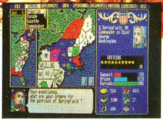


PAST, PRESENT AND FUTURE

The Koei games showcased here are some of the most involving games for any computer game system. None of them are a quick play. Expect to spend 100 hours or more on any of them. The scope of this article was to introduce an exciting game play category to a wider audience rather than to give in-depth strategy tips, but rest assured that those strategies do exist. You'll also have noted that the screens tend to emphasize information at the expense of interesting or colorful graphics. Some of that may be changing with a new generation of Koei games. In Liberty or Death, a game about the American Revolution that is still in development, the information is integrated more on a map display. That is also true of P.T.O.: Pacific Theater of Operations, a military strategy game that puts you in control of either American or Japanese naval forces in the Pacific during WWII. The past is the future at Koei, and they're bringing it to life.



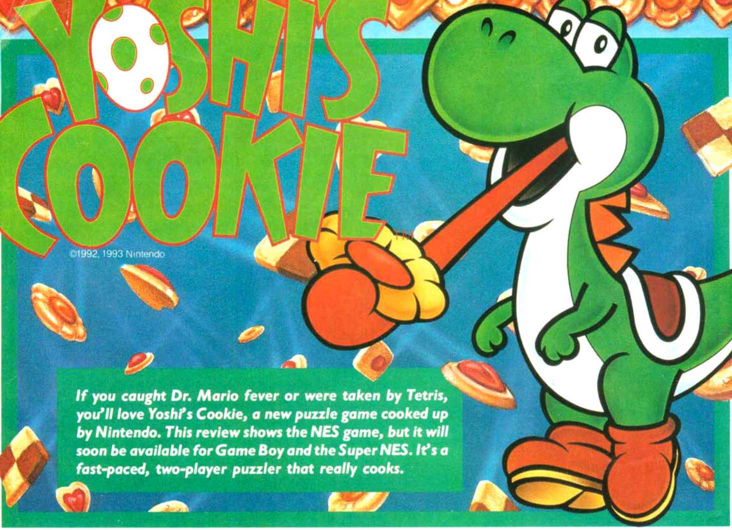
Pacific Theater of Operations gives you command of naval operations in 16 WWII conflicts.


George Washington
OFFICERS
Support
Prices
Barracks

Your excellency, what are your orders for the garrison of Springfield ?

Liberty or Death will put you in control of American or British forces in the war of independence.

YOSHI'S COOKIE



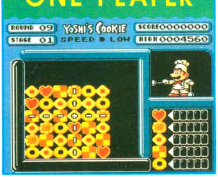
©1992, 1993 Nintendo

If you caught Dr. Mario fever or were taken by Tetris, you'll love Yoshi's Cookie, a new puzzle game cooked up by Nintendo. This review shows the NES game, but it will soon be available for Game Boy and the Super NES. It's a fast-paced, two-player puzzler that really cooks.

IT'S A KOOKY COOKIE CUT-UP

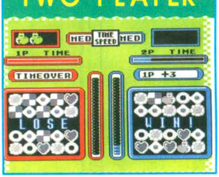
Everybody has a job in Yoshi's Cookie factory. Yoshi's busy with the cookie cutter, creating five standard cookie shapes and one special shape that looks like him. Mario's busy on the baking end, turning out row after row of all kinds of cookies. Your job is to put them in neat rows so they can be packed up and taken away. It's easy in the beginning but when the conveyor belt speeds up, you'll have to be cookin' to keep up.

ONE-PLAYER



There are ten rounds, each with ten stages, in the regular one-player mode, and additional, even more challenging stages in the expert round.

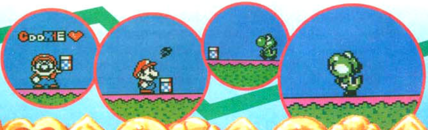
TWO-PLAYER



The two-player mode is fast, furious fun that makes players expect the unexpected. The first to win three matches takes the championship.

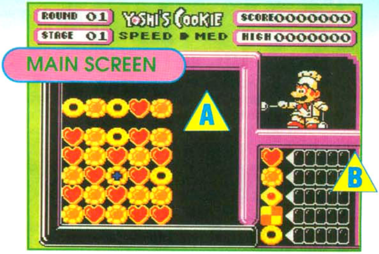
MARIO STARS IN CINEMA SCENES

At the end of every round, you'll see a cinema scene that stars Mario. And there are no sneak previews—to see how the movie ends, you'll have to finish Round 10.

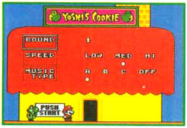


KEEP UP WITH THE COOKIE CONVEYOR

Hearts and flowers, rings and checkerboards, and all kinds of cookies are coming at you. When you first turn the game on, you can set the speed, select the music, and choose the round you want to start with. To build a really high score, start with Round 1 and see how many rounds and stages you can clear before the cookies take command of the conveyor belt.


MAIN SCREEN

ROUND 01 STAGE 01 SPEED MED SCORE 0000000 HIGH 0000000

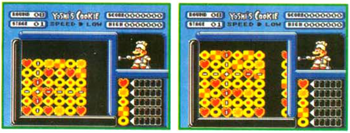

ROUND 1 SPEED LOW MED HI MUSIC TYPE A B C OFF

Before you enter Yoshi's Cookie factory, make your choices.

A

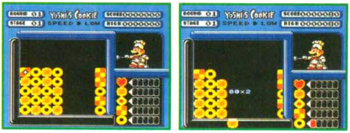
MOVE

To shift a row of cookies up, down, right or left, hold the A Button and press whichever direction you choose on the Control Pad.



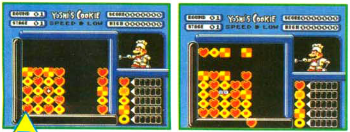
MATCH

When you make a row of cookies that are all alike, it disappears from the screen. Your score depends on the number of cookies in the row.



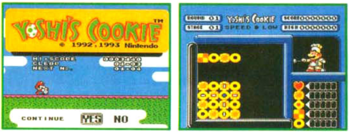
PLAN

When you see cookies coming from above or the side, plan ahead. Start shifting your rows to make matches before the new cookies arrive.



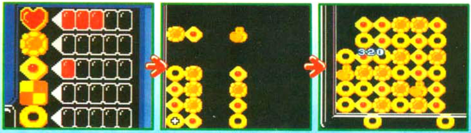
CONTINUE

If the cookies win the conveyor belt battle, you can choose to Continue and start back on the same round and stage where you left off.


HI-SCORE CLEAR NEXT No. CONTINUE YES NO

B

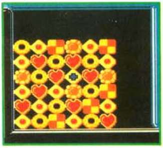
When you erase a line of one kind of cookie, you fill in one space in the corresponding meter on the right. When you fill all five spaces in the meter, you get a Yoshi cookie, which is like a wild card. You can use it to fill the final space in any row of cookies.



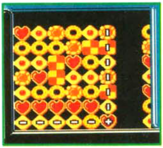
HOW THE COOKIE CRUMBLES

STICK WITH YOUR FAVORITE FLAVOR

Don't panic when there are lots of cookies on the conveyor. Choose one or two kinds of cookies—ones that, at a glance, seem to be plentiful—and stick with them. Keep your eyes keyed on them and forget the rest for the time being.



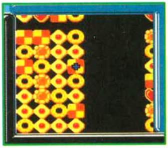
At a glance, it looks like there are lots of heart cookies on the screen.



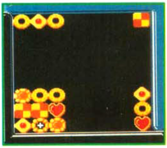
Concentrate on moving the heart cookies to make a completed row disappear.

WORK BOTH DIRECTIONS

It's hard to watch for matches in both directions, but try to keep a balanced backlog of cookies. If the rows reach the top or right side of the screen, the game is over, so remove vertical and horizontal rows as evenly as possible.



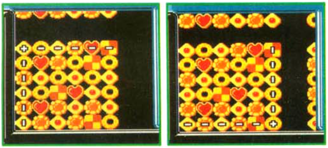
If you match cookies in only one direction, you run out of room in the other.



Match up and down, back and forth to eat away evenly at the pile of cookies.

BE QUICK WITH THE CURSOR

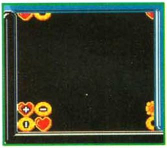
You needn't scroll cookie-by-cookie from one end of a line to the other. When you reach the end of the row, press the Control Pad again in that direction to put your cursor at the other end. It pays off when the pressure is on.



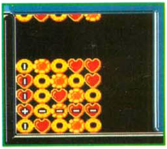
Continue in the same direction when you reach the end of a line or the edge of the screen.

HIGH SCORE STRATEGY

If you're playing for a high score, try to match long lines of cookies that yield more points than short ones. Even if you have potential matches on short lines, don't line them up until you have three or more cookies in the row.



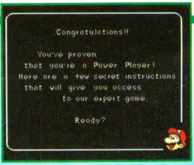
You could shift and match these cookies to clear the stage for a few points.



For a higher score, let more cookies fall in line before you make matches.

FOR EXPERTS ONLY

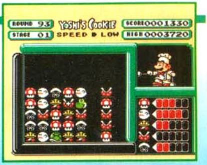
If you can clear all stages of Round 10 on high speed, you've proven that you're an ace cookie coordinator who is ready to move on to a new line on the conveyor belt. You'll be able to select a whole new set of stages with new objects to match.



Congratulations!!

You've proven
that you're a Power Player!
Here are a few secret instructions
that will give you access
to our expert game

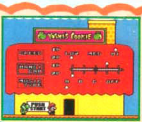
Ready?

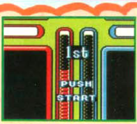


COOKIE-COOKIN' FOR TWO

EVEN THE ODDS

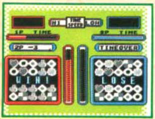
Make it a competitive bout by handicapping. You can set different speeds for each player, thus making play less difficult for less experienced players.

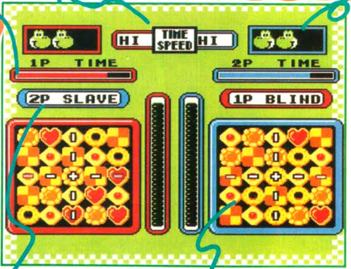

YOSHI'S COOKIE
PUSH START


1st
PUSH
START

WATCH THE CLOCK

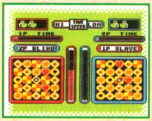
Keep an eye on the Timer. If it runs out you lose, but it resets every time you make a match.


HI TIME SPEED LOW
1P TIME
2P TIME
TIME OVER
WIN
LOSE


HI
TIME SPEED
HI
1P TIME
2P TIME
2P SLAVE
1P BLIND

YOSHI KEEPS SCORE

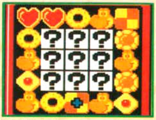
A Yoshi icon appears in the box above the winner's screen. The first player to get three Yoshis takes the match.


HI TIME SPEED LOW
1P TIME
2P TIME
2P BLIND
1P SLAVE

SPECIAL F/X

Create special effects by matching rows of Yoshi cookies. The effect you trigger depends on which word is above your screen when you match the row. The word changes randomly. Be careful! Some effects apply to both players!

BLIND

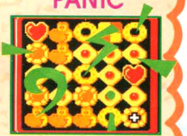


The Blind effect covers up the center of the player's screen.

SLAVE

An enslaved player's cursor follows the opponent's controller.

PANIC



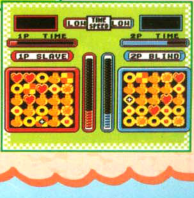
When Panic strikes, the cookies go crazy and jump randomly around.

TWO-PLAYER BASICS

In the two-player mode, a matched row, which scores one point, disappears and is replaced immediately by a row of new cookies. Players also get one Yoshi cookie for every matched row.

MED TIME SPEED MED
1P TIME
2P TIME
2P SLAVE
1P PANIC

You don't have to worry about your pile of cookies reaching the edges, but you do have to watch the Timer.

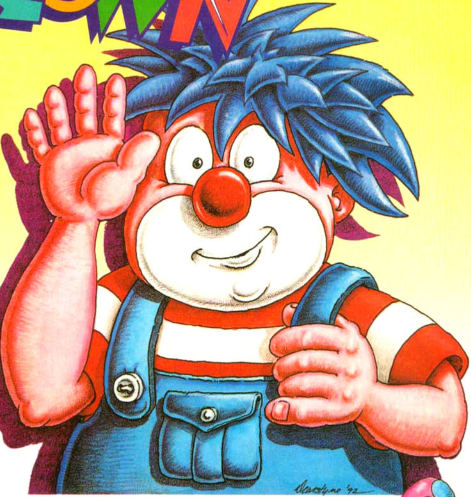

LOW TIME SPEED LOW
1P TIME
2P TIME
1P SLAVE
2P BLIND

Yum! Yoshi cookies! Every time you make a match in the two-player mode, a Yoshi cookie will show up on your screen.

© 1993 KEMCO

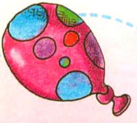
KID KLOWN™

IN NIGHT MAYOR WORLD



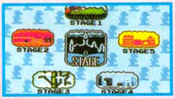
BIG TOP TROUBLES!

The Klown family has been kidnapped by the evil magician, Night Mayor, and their only hope is Kid Klown. Armed with his trusty red balloons, Kid Klown must battle his way through Night Mayor's henchmen to save his family. Will he find them in time?

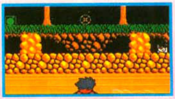


Save The Family

Kid Klown by Kemco offers an interesting storyline with a playing style that is easy to understand. Kid Klown must work his way through six action-filled stages in his search for his family. Along the way there are many hidden treasures and bonus games to assist our hero in his quest. Although the play control can be tricky, the lighter challenge is great for younger players.



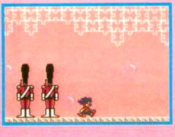
Kid Klown must finish all five stages before he enters Night Mayor's Castle.

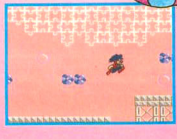


Save up the chips so you can play the bonus games between the stages.

Build Momentum

When you want to move faster in this game you do not need to hold down any buttons. Instead, as Kid Klown walks uninterrupted in one direction, he will start to speed up. The farther he walks, the faster he goes. When running at full speed it is easier to avoid the enemies, and Kid Klown can jump much further than before.

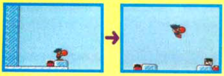




Tools Of The Trade

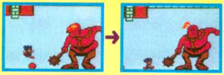
Kid Klown's only weapon against the host of enemies is his trusty red balloon. Luckily, he knows how to use it in many different ways! Try out these tricks when you get stuck.

FLOAT



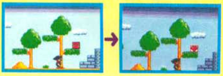
If you hold onto a balloon as you fall, you will slowly float to the ground. If you jump up high and float down, you can make longer jumps.

KID'S WEAPON



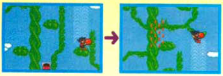
The red balloon can defeat any enemy. When you throw the balloons, press on the Control Pad in the direction of the enemy.

OPEN CHESTS



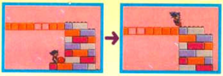
Kid Klown will find treasure chests throughout the game. Hit the chests with balloons to open them and get the treasure inside.

CATCH SOME AIR



In Stage 3, Kid Klown must climb a beanstalk. Along the way he can grab a balloon while he is in a jet of air and fly up the beanstalk!

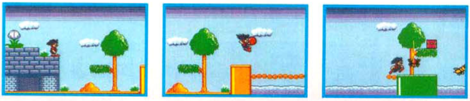
JUMP HIGHER



Kid Klown can bounce off one of his balloons to jump higher than normal. Drop a balloon on the ground and quickly jump on it to catch some air!

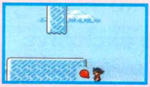
Beat The Bridge

Having trouble crossing the bridge in Stage 1? Try floating to the bridge while you are holding a balloon. When you land you will be running fast enough to make it to the other side.

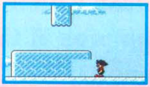


Hidden Doors

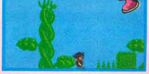
Throughout the game you can find hidden treasures and hidden doors by hitting them with balloons. Be sure to throw balloons at everything because you never know where you might find something! The help you get is worth the effort.



Some treasures will be hidden behind invisible doors.



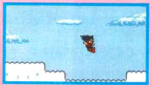
This door is hidden in Stage 4, inside a platform!



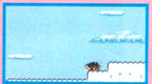
Throw balloons every where so you find the hidden treasures.

Don't Get Snowed

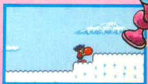
In the icy areas of Stage 4, you can easily get stuck in the deep snow. To prevent this from happening, make sure you carry a balloon with you. The balloon will make Kid Klown light, so he won't sink in the snow. Try this in Stage 5 as well.



Snowy areas in Stage 4 look easy for Kid Klown to pass....



.... but you will sink in the deep snow drifts, so watch out!



Carry a balloon as you walk and you'll float through the snow.

PLAYER'S POLL CONTEST

GRAND PRIZE:

FALL *IN LINE* AT

C·A·M·P ROLLERBLADE™ 0000

Thrash with in-line skating's top pros at the exclusive four-day Rollerblade camp!

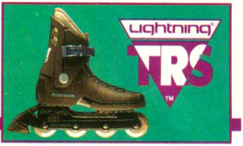
Eat Ramp, Skatehead! Rage on the ramps with Team Rollerblade.

Rollerblade

Score your own Rollerblade Lightning TRS in-line skates and a complete set of protective gear.

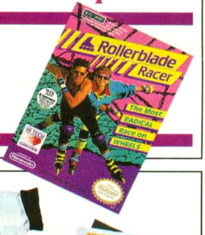
Second Prize: 5 Winners!

Rollerblade Lightning TRS in-line skates



Complete sets of protective gear, including helmets, wrist guards, knee pads and elbow pads

Rollerblade Racer Game Paks from Hi-Tech Expressions



Third Prize: 50 Winners!

Go Shreddin' in a Nintendo Power Jersey

NINTENDO POWER
NESTER'S ADVENTURES

Official Contest Rules

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 47 and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 47
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than May 1, 1993. We are not responsible for lost, stolen or misdirected mail.

On or about May 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after May 31, 1993, send your request to the address above.

GRAND PRIZE TRIP: Nintendo will arrange air travel and accommodations in Los Angeles for the Grand Prize winner. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $5000. Exact date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void where where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

TOP 20

NINTENDO POWER
POWER
NINTENDO

APRIL
1993

The big news this month is the debut of Star Fox at number four on the Super NES chart. Super Mario Land 2 — 6 Golden Coins stays on top by quite a margin and Tecmo Super Bowl edges out the competition again this month.

SUPER NES

1 19,821 POINTS
10 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

The hot action fighting game is back on top. Capcom has a winner with this classic in the making.

2 12,569 POINTS
16 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

With the Master Sword in hand, our hero Link slashes away at the competition. Number two is not good enough for this hero.

3 11,787 POINTS
5 MONTHS

SUPER MARIO KART

Mario is shifting into third and is ready to take the lead. The speed of the 150cc class might prove fast enough.

4 8,231 POINTS

STAR FOX

What an introduction! We will see more of this high powered game in months to come.

5 7,298 POINTS

MARIO PAINT

The creative edge of this game keeps it a favorite for the players and pros alike!

6	5,967 POINTS	NCAA BASKETBALL
7	5,324 POINTS	NHLPA HOCKEY '93
8	4,703 POINTS	TMNT IV: TURTLES IN TIME
9	4,311 POINTS	SUPER MARIO WORLD
10	4,272 POINTS	JOHN MADDEN'S FOOTBALL '93
11	4,194 POINTS	BULLS VS. BLAZERS AND THE NBA CHAMPIONSHIP
12	4,086 POINTS	F-ZERO
13	3,909 POINTS	ROAD RUNNER'S DEATH VALLEY RALLY
14	3,812 POINTS	FINAL FANTASY II
15	3,357 POINTS	SUPER STAR WARS
16	2,657 POINTS	WING COMMANDER
17	2,467 POINTS	EQUINOX
18	2,359 POINTS	SUPER PLAY ACTION FOOTBALL
19	2,274 POINTS	THE MAGICAL QUEST STARRING MICKEY MOUSE
20	2,150 POINTS	SIMCITY

GAME BOY

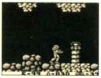
1 24,867 POINTS
6 MONTHS

SUPER MARIO LAND 2- SIX GOLDEN COINS

Big, bad Wario has taken over Mario's castle and his fight to take it back has made this game number 1. What a game!

2 11,290 POINTS
15 MONTHS

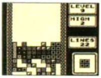
METROID II: RETURN OF SAMUS



Samus Aran has the power to hold on to number two. The point spread will make it very tough for her to re-take the top spot.

3 8,469 POINTS
4 MONTHS

TETRIS



All the blocks are falling right this month. The classic puzzler has worked its way back into the top 3.

4 8,154 POINTS

SUPER MARIO LAND

Mario grabs three spots on the Game Boy chart. The world loves that busy little plumber.

5 8,054 POINTS

DR. MARIO

Dr. Mario has got the cure for what ails you. Catch the game before the viruses catch you.

6	6,094 POINTS	MEGA MAN III
7	5,890 POINTS	FACEBALL 2000
8	5,847 POINTS	KIRBY'S DREAM LAND
9	5,352 POINTS	BATTLETOADS
10	3,624 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
11	3,534 POINTS	PRINCE OF PERSIA
12	3,303 POINTS	FINAL FANTASY ADVENTURE
13	2,748 POINTS	F-1 RACE
14	2,643 POINTS	FINAL FANTASY LEGEND
15	2,405 POINTS	MEGA MAN IN DR. WILY'S REVENGE
16	2,353 POINTS	MEGA MAN II
17	2,340 POINTS	TMNT: FALL OF THE FOOT CLAN
18	2,286 POINTS	TMNT II: BACK FROM THE SEWERS
19	2,225 POINTS	HOME ALONE 2: LOST IN NEW YORK
20	2,175 POINTS	SUPER R.C. PRO-AM

NES

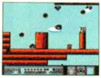
1 11,825 POINTS
14 MONTHS

TECMO SUPER BOWL

Tecmo Super Bowl has scored again. Topping the charts for the third month in row, Tecmo Super Bowl hits hard!

2 10,583 POINTS
42 MONTHS

SUPER MARIO BROS. 3



Mario is waiting to jump back to number one. This fight is tougher than the King Koopa himself.

3 10,407 POINTS
55 MONTHS

THE LEGEND OF ZELDA

Hyrule's famed hero attempts to rescue the fair princess Zelda. Have you defeated Ganon yet?

4 6,973 POINTS

MEGA MAN V

The mega cool robot warrior has returned in his fifth fight against evil. Check it out!

5 5,952 POINTS

FINAL FANTASY

Four heros must defeat the evil Chaos before he destroys the world as we know it.

6	5,771 POINTS	MEGA MAN IV
7	5,404 POINTS	BATTLETOADS
8	4,793 POINTS	TETRIS
9	4,072 POINTS	TMNT III: THE MANHATTAN PROJECT
10	3,503 POINTS	MEGA MAN III
11	3,367 POINTS	DR. MARIO
12	3,284 POINTS	ZELDA II: THE ADVENTURE OF LINK
13	3,231 POINTS	MONOPOLY
14	3,016 POINTS	SUPER MARIO BROS. 2
15	2,877 POINTS	BASEBALL STARS
16	2,764 POINTS	HOME ALONE 2: LOST IN NEW YORK
17	2,627 POINTS	NES OPEN TOURNAMENT GOLF
18	2,468 POINTS	MANIAC MANSION
19	2,448 POINTS	METROID
20	2,379 POINTS	DRAGON WARRIOR IV

NOW PLAYING

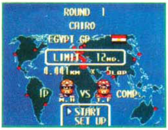
APRIL
1993

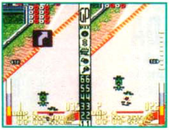
LOOK FOR THESE RELEASES SOON

BATTLE GRAND PRIX

Company	Hudson Soft
Suggested Retail Price	$59.95
Release Date	April 1993
Memory Size	8 Megabits
Game Type	Grand Prix racing for one or two players

F-1 fans, start your engines. There's a new Grand Prix racing game in town and it has some super options. First off, the vertically split screen allows for simultaneous racing between two human players. Of course, you can also take on a horde of computer controlled opponents. Second, you can configure your racer any way you want, from suspensions to transmissions, and you don't have to win prize money to make changes. Third, there are twenty courses all around the world, and the weather conditions can vary during a race. If that's not enough, there's a single race option, an international circuit season, three levels of difficulty and a Slot Option that turns the game into a Slot Car simulation in which you don't have to steer. Aside from the variety of play, the game's small cars can be awkward to drive and the sense of really being in a high speed race never comes through.





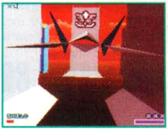
+ Lots of options including two-player simultaneous mode and Slot Car mode. Customized cars. Twenty tracks.

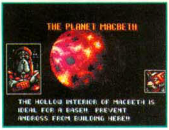
− The cars appear tiny and lack a realistic driving feel. There's no map of the race track indicating your position on the course. You don't have a choice as to which computer opponent you want to race against.

STAR FOX

Company	Nintendo
Suggested Retail Price	$59.95
Release Date	April 1993
Memory Size	8 Megabits
Game Type	3-D space action with Super FX chip

Fast-action and 3-D polygon architecture combine in Star Fox for a new breed of interstellar action game. Fox McCloud and the Star Fox Team must combat the dastardly Emperor Andross. This month's cover review explores strategies for surviving in your Arwing fighter.





THE PLANET MACBETH

THE HOLLOW INTERIOR OF MACBETH IS IDEAL FOR A BASE!! PREVENT ANDROSS FROM BUILDING HERE!!

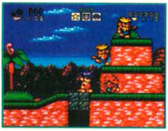
+ Excellent control of the spaceship, 3-D effects and sound. The three courses give the game replayability and make it a challenge for any skill level.

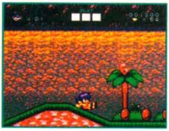
− The polygon graphics lack detail. Hit detection on some objects, such as asteroids, seems to extend well beyond the object itself, resulting in unexpected crashes.

CONGO'S CAPER

Company	Data East
Suggested Retail Price	$49.95
Release Date	May 1993
Memory Size	4 Megabits
Game Type	Side scrolling action for one-player or two-players alternating

Congo is a sort of missing link who reverts into chimp form when bonked in this colorful action game that takes place in prehistory. He has some super jumping abilities and many of the different levels require special moves, such as climbing and rolling up into an invincible ball. Once you've been bonked into chimphood, though, you don't have as many moves...and you can only get hit once before losing a turn. Don't expect anything radically new, but do look for solid platform action with lots of Power-Ups, enemies and semi-hidden areas. The password feature is a big plus.





+ A wide variety of stages means that you don't end up doing the same moves over and over. Hood graphics and excellent game control make this game a solid action choice.

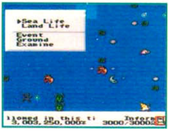
− The game doesn't really do anything that Super Mario World and countless other games have done just as well.

SIMEARTH

Company	FCI
Suggested Retail Price	$69.99
Release Date	April 1993
Memory Size	8 Megabits
Game Type	Simulation

SimEarth is the ultimate simulation in that it recreates the entire process of evolution and the balance of ecosystems. You can begin the game on Earth or on a customized planet, or you can attempt to terraform planets. Information is displayed on a large scale world map, small scale regional maps and an entire library of charts and tables. To create and sustain life, you must balance natural variables such as the amount of sunlight striking the planet, tectonic activity, rate of mutation of species, rainfall, etc. All this can get pretty complicated and confusing, and it can also take a long time to see any changes occurring on the surface of the planet. This is a game for people who love to experiment and tinker with things. It is also a superb teaching tool, as it is based on widely accepted scientific theories of evolution.

SimEarth
MAXIS
PRESS START
The Living Planet



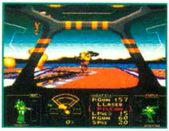
+ SimEarth provides a laboratory for exploring the evolution of life on Earth and other terrestrial planets. As a result, this is just as much a learning tool as a game. Lots of information is available.

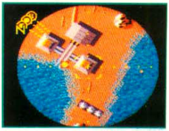
− Many of the icons are not representative of their function, which can lead to frustrating delays while searching for the screen you want. The tiny tiles on the basic map screen are difficult to interpret.

MECH WARRIOR

Company	Activision
Suggested Retail Price	$64.95
Release Date	April 1993
Memory Size	8 Megabits
Game Type	Futuristic battle using armored Mechs

The FASA fantasy comes to life in this one-player Mech battle zone. Buy and customize Mechs, then sell your services on more than a dozen hostile planets. This month's review gets down to the nuts and bolts of Mech warfare.





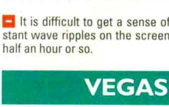
+ Excellent graphics and Mode 7 effects add to the realism of the game. The plot unfolding at the mercenary base adds depth to what is otherwise a shooting game.

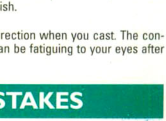
− It is difficult to tell what effect you are having on enemy Mechs and the condition of your own Mech. The icon menus take some getting used to.

SUPER BLACK BASS

Company	Hot-B
Suggested Retail Price	$62.50
Release Date	April 1993
Memory Size	8 Megabits
Game Type	Bass fishing tournament simulation

For those mornings when you don't want to roll out of bed before the crack of dawn and head down to the lake, there's Super Black Bass. This game offers the closest experience to fishing short of actually going out in the boat. Take a look at our Power tips for hooking prize bass.





LOOK! IT'S SUCH A TINY BASS.

+ A good selection of lures. Lots of information to help you choose a hole, including water temperature and a depth sounder/fish finder. The fish really seem to behave like fish.

− It is difficult to get a sense of direction when you cast. The constant wave ripples on the screen can be fatiguing to your eyes after half an hour or so.

VEGAS STAKES

Company	Nintendo
Suggested Retail Price	$49.95
Release Date	April 1993
Memory Size	8 Megabits
Game Type	Casino-type gambling for up to four players

You start out with a modest stake of $1000 when you come to town. With a little luck and skill at the gaming tables you can make that nest egg grow to more than a million. Four fictional friends can help you win more dough, and lose it. Even your luxury hotel accommodations are pictured—five casinos from the low-rolling Hideaway to the unlimited stakes of the Laurel Palace—but the heart of the game is the gambling simulation. Seven card stud poker, black jack, craps, roulette and slot machines offer you a lot of ways to win or lose your stake. Of course, you don't really lose anything, or win anything, which takes the edge off the experience. Depending on your luck, that could be either good or bad. Your fictional friends are the most help during poker games and black jack, but they'll offer tips and game instructions on all of the games. Each of the companions has a specialty game, too, so pick your friend carefully. The multi-player game has no poker option, since you'd have to show the down cards where your opponents could see them.

YES,MR.HESTER.
WE CERTAINLY HAVE
YOUR RESERVATION.
WE'LL SHOW YOU TO
YOUR ROOM.

GOLDEN PARADISE
CRAPS
COME
FIELD
PASS LINE
ANY CRAPS

🟩 The gambling games are very true to life, both in the way they are presented and played. Four players can compete for top dollar. Super NES Mouse compatibility.

🟥 More variety in the games would have been nice. There's no interaction with other live players during the multi-player game.

POCKY & ROCKY

Company	**Natsume**
Suggested Retail Price	**Not Available**
Release Date	**April 1993**
Memory Size	**8 Megabits**
Game Type	**Overhead action for one or two-player simultaneous play**

Pocky and Rocky, an unlikely set of heroes, try to restore order when the Nopino Goblins run amok. The graphics may remind you of Mystical Ninja, but the action is faster and the two-player option is a great plus. Rocky, a raccoon, can turn into a statue and has other special moves. Pocky, his human friend, also has his own special attacks. A cast of strange but colorful enemies will keep you on the move. This month's Power review shows you what's in store.

🟩 Rich graphics and precise game control, plus a two-player simultaneous option are all great features.

🟥 The theme of the game is too simple and strange to add any value to the play.

STREET COMBAT

Company	**Irem**
Suggested Retail Price	**$59.95**
Release Date	**April 1993**
Memory Size	**8 Megabits**
Game Type	**Street fighting action for one or two players**

The moves are the thing in Street Combat. The six fighting characters range from a street smart guy named Steve to a jungle combat android, but if the number of fighters is low, the number of special moves you can use is fairly high. The one-player game is a tournament mode, best two-out-of-three elimination against each of the characters. There are also bonus rounds to increase your strength against a shrimpy guy named Happy.

SCORE
HISCORE
STEVEN
TYRO
CREDIT

🟩 Some cool super moves. Computer enemies at higher levels show good intelligence, making them more of a challenge to beat. Good music.

🟥 Animation is jerky and the limited number of characters means the game suffers from lack of depth.

DOOMSDAY WARRIOR

Company	**Renovation**
Suggested Retail Price	**$59.99**
Release Date	**April 1993**
Memory Size	**8 Megabits**
Game Type	**Street fighting action for one or two players**

Weird characters with unusual moves are featured in this Street Fighter II wannabe. The seven characters look and animate well, but lack the coolness of the Street Fighter II characters. This month's street fighting comparison review tells it like it is.

AMON
VS
DAISY

PLAYER 1
AMON
A DECIDE
B CANCEL

🟩 Good animation and some neat moves. Password save feature.

🟥 Boring backgrounds and inappropriate music add to the yawn factor.

COOL WORLD

Company	**Ocean**
Suggested Retail Price	**$59.95**
Release Date	**April 1993**
Memory Size	**8 Megabits**
Game Type	**Side-scrolling action**

You may have missed it, and chances are you did, but Cool World was an animated feature-length film that flopped at the box office last year. Ocean's hop and bop game might not fare much better. Cool World's imaginative graphics and great music are not enough even if the license was something you liked. As a human in a world of toonish bad guys, you must find Power-Up items, dodge and zap enemies, and then fight a boss before moving on to the next level. One problem is that the play control is so poor that half the time you don't even seem to be in control at all. Frustrating. Problem number two is that frustrating games are not fun to play.

+ Rich, imaginative graphics and a great musical score.

– The action in Cool World is confusing. Goals are unclear and play control is awkward.

FATAL FURY

Company	Takara
Suggested Retail Price	$65.00
Release Date	April 1993
Memory Size	12 Megabits
Game Type	Street fighting action for one or two players

Of all the Street Fighter II look-alikes, this one is the closest to the original in look and feel. As one of three characters, you are trying to become the King of the Fighters.

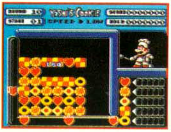
+ Good graphics look a lot like Street Fighter II. Tough opponents.

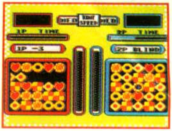
– The music sounds like something for an 8-bit system. Whatever this game does, Street Fighter II does it better.

YOSHI'S COOKIE

Company	Nintendo
Suggested Retail Price	$34.95
Release Date	April 1993
Memory Size	1 Megabit + 512K bits
Game Type	Action puzzle for one or two players

Yoshi's latest puzzle involves organizing dissimilar cookies into rows so they can be packaged. The theme may be a bit half baked, but the game is as well done as it can be. There are over a thousand levels of challenge, and the two-player version of the game is one of the best two-player puzzles ever. Take a closer look in this month's review.





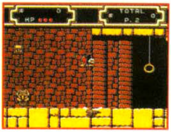
+ Great challenge and involvement.

– Uninspired graphics.

DUCKTALES 2

Company	Capcom
Suggested Retail Price	Not Available
Release Date	April 1993
Memory Size	2 Megabits
Game Type	Comic action for one player

The second Duck Tales game for the NES from Capcom has more of the same fun action that made the first game a success, and a few surprises, as well. This month's review follows the new treasure hunt of Scrooge McDuck and his nephews.



NIAGARA
WHERE TO,
UNCLE SCROOGE?

+ Great play control and graphics. All new areas for Scrooge to explore.

– More of the same.

HIT THE ICE

Company	Taito
Suggested Retail Price	Not Available
Release Date	April 1993
Memory Size	1 Megabit
Game Type	Fighting hockey for one or two players

This two-on-a-team hockey game emphasizes brawling skills over the athletic prowess of the players. The giant characters of the Super NES version are shaved down to size, though, making this game more of a contest with a real possibility of scoring goals and making some good moves on the ice.

HIT THE ICE
THE VIDEO HOCKEY LEAGUE
TAITO
HIT THE ICE
©TAITO 1993
© 1990 LICENSED FROM
WILLIAMS ELECTRONICS GAMES
LICENSED BY NINTENDO

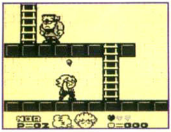
+ Big characters add something new from regular hockey. Fun for two players.

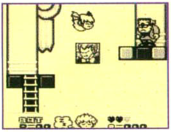
– Not very many moves. Lack of depth of play.

KID DRACULA

Company	Konami
Suggested Retail Price	Not Available
Release Date	April 1993
Memory Size	2 Megabits
Game Type	Side-scrolling action for one player

You've heard of light beer and light mayo. Now, thanks to Konami's Kid Dracula, there's Vampire Light. It has fewer nightmares than Castlevania but it's just as filling! If you're on a diet from serious action games, take a look at this month's review.





+ Large characters and easy play control make the game accessible to all players. There are six special Powers that the Kid can earn at higher levels such as flying or becoming invincible.

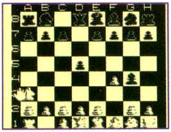
− Maybe not enough of a challenge for hard core gamers.

THE NEW CHESSMASTER

Company	Hi Tech
Suggested Retail Price	$29.95
Release Date	April 1993
Memory Size	512K bits
Game Type	Chess

Better Artificial Intelligence (AI) is the main difference between the new and the old Chessmaster. The enhanced AI makes winning even more of a challenge. The game also features a wide variety of options. Check them out in this issue's Power review.

THE
CHESSMASTER™



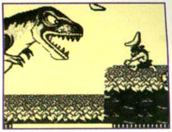
+ The best portable chess game around.

− There is an awkward menu screen with tiny type for accessing options.

JOE & MAC

Company	Data East
Suggested Retail Price	$34.95
Release Date	April 1993
Memory Size	2 Megabits
Game Type	Side-scrolling action for one player

Once again, hip cave dude Joe is off to save the cave women while Mac fails to make an appearance. Fans of the Super NES and NES games will find more of the same prehistoric fun. Dig up some tips in this month's Power review.



+ Good graphics and animation rival those of the NES and Super NES versions. Good challenge. Customized control button select option.

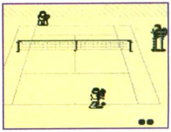
− Background blur while walking is severe, making it difficult to see approaching enemies.

TOP RANK TENNIS

Company	Nintendo
Suggested Retail Price	$29.95
Release Date	April 1993
Memory Size	2 Megabits
Game Type	Tennis for up to four players

Move up the tennis ladder by defeating top ranked players ahead of you. Expect a surprisingly good tennis feel in spite of the tiny appearance of the players. The four-player option is fun if you happen to have four Game Paks and an adapter.

TOP RANK
TENNIS™
©1993 Nintendo



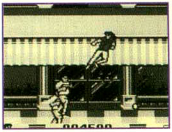
+ True tennis feel. Depth of play is good. Battery backed up memory.

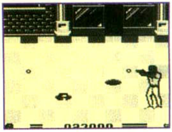
− The small characters on the screen can be tiring to watch.

LETHAL WEAPON

Company	Ocean
Suggested Retail Price	$29.95
Release Date	April 1993
Memory Size	1 Megabit
Game Type	Side-scrolling action game based on the movie

Riggs and Murtaugh are teamed up in this shooting and fighting game based loosely on the hit movie. The only similarity to the movie is that Murtaugh is gun-happy and Riggs is a martial arts fighter. Both characters can use both guns and fists. To change from one character to the other, just step off-screen to the left then come back. There are five levels of crime-ridden streets for one player to clean up.





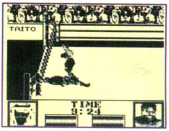
+ Big characters and high challenge.

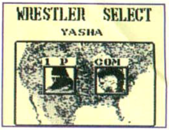
− Poor hit detection makes it difficult to land shots and hits on enemies. The perspective is awkward, making accurate jumping difficult.

RING RAGE

Company....Taito
Suggested Retail Price....Not Available
Release Date....April 1993
Memory Size....1 Megabit
Game Type....Combat tournament for one or two players

The five competitors in Ring Rage have a wide variety of fighting styles from boxing to wrestling, but everything evens out once they're in the ring. Each match is a best-of-three-rounds affair, and to win the TWF title you'll have to go through matches in various cities around the country. Each of the different fighters has special moves.





+ Good animation and play control highlight this tournament style fighting game.

− The limited number of moves and characters reduces the challenge level. Like some other fighting games, you have just as much chance of winning if you simply push buttons quickly.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BATTLE GRAND PRIX	HUDSON SOFT	2PS/PASS	2.8	3.3	3.2	3.0	RACING
COOL WORLD	OCEAN	1P	4.0	3.0	3.0	3.0	ACTION
DOOMSDAY WARRIOR	RENOVATION	2PS/PASS	3.5	3.5	3.5	3.5	STREET FIGHTING
FATAL FURY	TAKARA	2PS	3.5	3.4	3.0	3.0	STREET FIGHTING
MECH WARRIOR	ACTIVISION	1P/BATT	3.6	2.8	3.6	3.8	FUTURE ACTION
POCKY & ROCKY	NATSUME	2PS	3.5	4.0	3.5	3.0	ACTION
SIMEARTH	FCI	1P/BATT	2.8	2.4	3.1	3.7	SIMULATION
STAR FOX	NINTENDO	1P	4.0	4.2	4.2	4.1	3-D SPACE ACTION
STREET COMBAT	IREM	2PS	3.0	3.4	2.7	2.4	STREET FIGHTING
SUPER BLACK BASS	HOT-B	1P/PASS	3.1	3.0	3.5	3.5	FISHING
SUPER NBA BASKETBALL	TECMO	2PS/BATT	3.4	3.4	3.9	3.8	BASKETBALL
VEGAS STAKES	NINTENDO	4PA/BATT	3.7	3.6	3.5	3.6	GAMBLING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
JOE & MAC	DATA EAST	1P	3.5	3.5	3.4	3.3	ACTION
KID DRACULA	KONAMI	1P	3.5	3.5	3.2	3.7	ACTION
LETHAL WEAPON	OCEAN	1P	2.5	2.8	2.3	2.0	ACTION
THE NEW CHESSMASTER	HI TECH	2PA	3.0	4.0	3.5	4.0	CHESS
RING RAGE	TAITO	2PS	2.9	2.9	2.9	3.0	FIGHTING
TOP RANK TENNIS	NINTENDO	4PS/BATT	2.9	3.5	3.5	3.4	TENNIS

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
DUCKTALES 2	CAPCOM	1P	3.5	3.3	3.7	3.8	COMIC ACTION
KID KLOWN IN NIGHT MAYOR WORLD	KEMCO	1P	3.1	3.6	2.4	2.6	ACTION
YOSHI'S COOKIE	NINTENDO	2PS	3.1	3.5	3.7	3.3	PUZZLE ACTION
HIT THE ICE	TAITO	2PS	2.8	2.7	2.8	2.8	HOCKEY

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

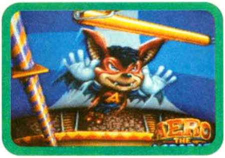
A LOOK INTO THE GAMES OF THE FUTURE

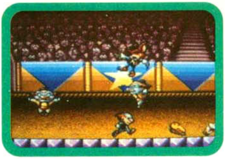
PAK WATCH

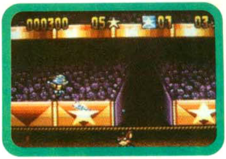
AERO THE ACROBAT

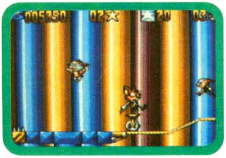
SUNSOFT

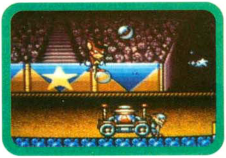
Look! Up in the sky! Is it a bird, a plane, a super hero? No, it's Aero The Acrobat. Aero (circus maximus baticus) is Sunsoft's original action character who will take his place alongside such newcomers as Accolade's Bubsy (furballus bobcaticus) and Ocean's Mr. Nuts (squirrelious fluff-tailicus), not to mention classic video game mascots like Mario and Mega Man. So what is it that Aero can do besides hanging upside down that other heroes can't? As far as this Pak Watcher could tell while playing a 60% completed version of the game, there's not much that Aero can't do. He flies, jumps, dives, runs, gets fired out of a cannon, slides down ladders, uses trampolines and all of that in just the first stage! There are twenty stages in all. The stages are big, too—as large as 200 screens for one area. In addition to the antics under the big top, you'll find Aero in such settings as the carnival midway and a museum of horrors. Great graphics and animation and superior control highlight the technical side of this Super NES side-scrolling Pak. The plot involves a circus-hating madman thing with Aero having to save the day, but the real story is the great circus toys that Aero uses to collect objects and reach out-of-the-way areas. Unlike Sunsoft's Road Runner's Death Valley Rally and Taz-Mania, Aero isn't a household name, but it is certainly deserving of a look. You'll get a chance to see who's tops in the big top this fall when Aero The Acrobat is released.

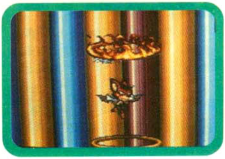








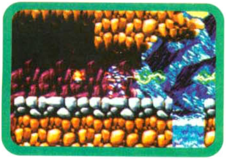


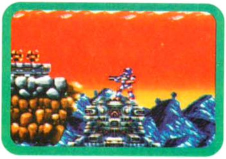


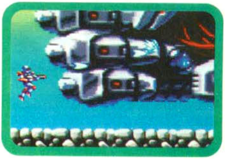
SUPER TURRICAN

SEIKA

For all those who've asked, what is a Turrican? No, it's not a colorful bird with a big beak. It is a futuristic cyberwarrior action game first seen on European computers. In the U.S. there was Game Boy Turrican from Accolade, who also promised a Super NES version that ultimately became Universal Soldier. Now Seika is making completely new NES and Super NES games called Super Turrican that borrow heavily from Nintendo's Metroid. Great weapons, fast action and constant challenge is what you get in both Super NES and NES versions. The NES version has big stages that allow for some roaming while the Super NES (shown here) is pretty much a side-scroller. Fans of Metroid will feel at home with such weapons as an Ice Beam and Roll Attack, but will miss the exploring element. Now that you know what a Turrican is, you can look for it next month.



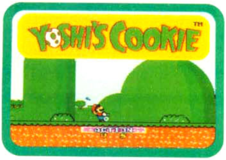


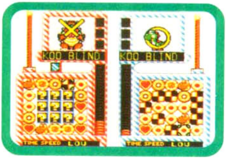


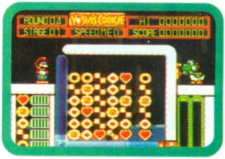
YOSHI'S COOKIE (SNES)

BULLET PROOF SOFTWARE

Let's clear up some further misunderstandings. Why is a Nintendo character appearing in a game by BPS? No, Yoshi has not been fired by Nintendo, nor has he left to seek greener pastures. This precedent-shattering state of affairs came about because Yoshi's Cookie (the game) started life as a BPS Super NES puzzle game called Hermetica. Nintendo liked the game so much that they bought the 8-bit rights to it and put Mario and Yoshi in it while BPS retained the 16-bit rights. So really, this game is the same as the Nintendo game (reviewed in this issue), except it has more than one hundred additional mind-bending puzzles provided by expert puzzle designer Alexey Pajitnov. The cookies also look yummier in 16-bit color.



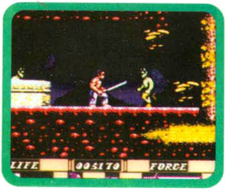


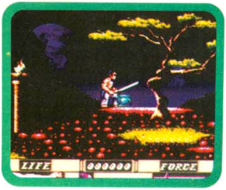


FIRST SAMURAI

KEMCO

Action fans who like a challenge are going to love this one. Kemco's First Samurai for the Super NES has great play control combined with some very, very tough stages, good graphics and surprisingly witty choices of music. With sword or fists, the samurai/sumo hero must battle the usual assortment of evil weird things. When you pick up a treasure chest, you also get the hallelujah chorus from Handel's Messiah! The Samurai theme isn't going to help this game in the competitive U.S. market.

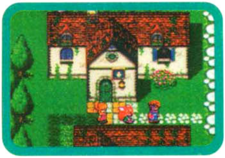


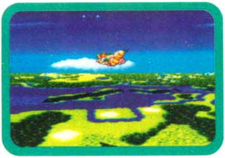


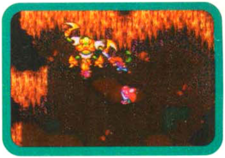
FINAL FANTASY ADVENTURE II

SQUARE

Get ready for the ride of your life! Final Fantasy Adventure II from Square has got everything a Super NES adventure should have, plus much more. This 16 megabit wonder-Pak won't be out until Christmas 1993, so you'd better start working on that naughty and nice ratio for Santa. In the meantime, start dreaming about exploring an entire globe of fantasy adventure with puzzles, cities, dungeons, hand-to-hand combat, magic and even a four-player option! One cool thing is traveling via dragon as the 3-D Mode 7 world rolls by beneath you. For fans of Final Fantasy Adventure f Game Boy, FFAII promises mor Zelda-like action than before, in addition to having the scope of a major RPG. The title is not yet decided and the version shown here is still in development.



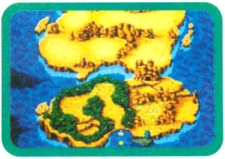


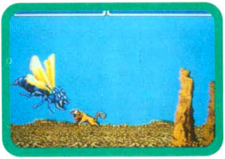


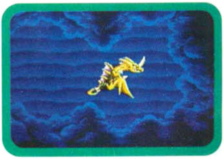
E.V.O.

ENIX

Have you ever wondered where dragons come from, or all those other monsters that populate video games? Well, they could come from you if you plug E.V.O. from Enix into your Super NES this summer. The game could be part of a course entitled Advanced Monster-making or Roll Over Darwin. You start out as a fish (and who among us has not shared this simple dream?) swimming around in some antediluvian sea. If you eat enough jellyfish and other invertebrates while avoiding being eaten yourself, you'll accumulate enough Evolution Points to evolve some part of your anatomy—get a better fin or add a horn. Over the geologic ages you'll be able to create a completely different being, say a human who can fly or a fire-breathing mouse. The only problem is the business of constantly eating. After a short time, you may get a full stomach of it. Look for E.V.O. this summer.



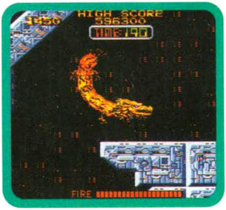


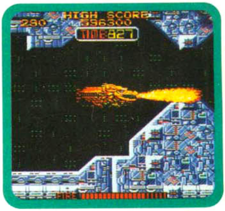


SYVALION

JVC

Okay, so maybe you don't want to fly on a dragon or even create your own dragon, but how about piloting a giant dragon-shaped spacecraft through a series of tortuous mazes? JVC is just one more company that has jumped on the dragon wagon with its Super NES Syvalion. Basically, this is a shooter—move dragon, shoot fiery dragon breath, avoid being hit. On-screen help gives you hints, making the early stages easy. Check it out this summer.

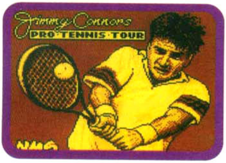


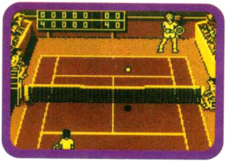


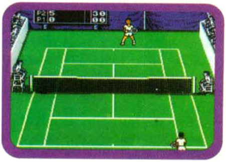
JIMMY CONNORS PRO TENNIS TOUR

UBI SOFT

"Tennis, anyone!" should be the theme of Jimmy Connors Pro Tennis Tour, because it's a solid play for tennis experts or novices. As in the Super NES version of the game, this Game Boy version lets you participate in practice sessions or tournaments around the world. You are Jimmy Connors in the game, (a sort of Jimbo II) but unfortunately, that doesn't mean that you're rich or extraordinarily talented between the baselines. All that you must accomplish for yourself. There is also a NES version of the game on the way. Better start polishing up on your umpire and line judge abuse tactics. You can also play against another person using Game Link.



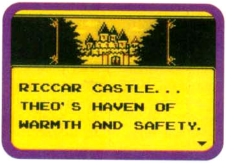




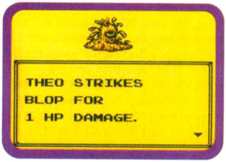
SWORD OF HOPE II

KEMCO

Game Boy RPGs are few and far between, so when a quality game like Sword of Hope appeared two years ago, there was a lot to be thankful for. Now, with Sword of Hope II, there's even more to be thankful for—more clever puzzles and insidious traps, more monsters and mazes and magic! In this sequel, you play Prince Theo as before, but you also can have parties of up to two more characters. The battery backed-up memory can save three adventures and is a welcome change from the old password system. The real fun happens when you're out wandering, searching and fighting the evil denizens beyond Riccar Castle. During battles, you can choose to fight on your own or have the computer automatically choose your battle strategy. There's no word yet on when (or whether) the game will be released.



RICCAR CASTLE...
THEO'S HAVEN OF
WARMTH AND SAFETY.

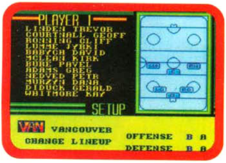


THEO STRIKES
BLOP FOR
1 HP DAMAGE.

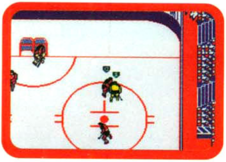
PRO SPORT HOCKEY

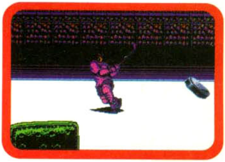
JALECO

Jaleco has produced some of the best baseball for the NES over the years with its Bases Loaded series. Now they're turning to the ice. The result is Pro Sport Hockey, a well-animated, fast-paced hockey game with the NHLPA license. Although the Artificial Intelligence of the players is not as sophisticated as Electronic Art's Super NES NHLPA '93, Pro Sport Hockey is realistic for an 8-bit Pak. The only trouble this Pak Watcher saw was a bit of flicker when both teams were crowded around one goal. Look for this game in the next month or two.



PLAYER 1
LINDEN TREVOR
COURTNALL GEOFF
RONNING CLIFF
LUMME JYRKI
BABYCH DAVID
MCLEAN KIRK
BURE PAVEL
ADAMS GREG
NEDVED PETR
MURZYN DANA
DIDUCK GERALD
WHITMORE KAY
SETUP
VAN VANCOUVER
CHANGE LINEUP
OFFENSE B A
DEFENSE B A

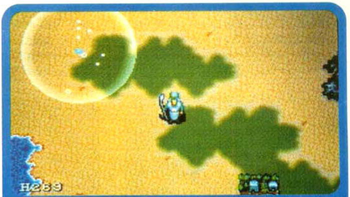




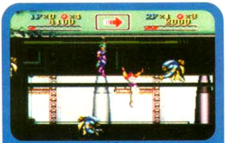
PAK WATCH UPDATE

From mice to monsters to mechanical men, the upcoming batch of games Pak Watch is focusing on this month has got just about every type of character you can imagine. Some of the games are based on famous licenses, such as Hudson Soft's trio of potential block-busters: Beauty And The Beast, American Tail—Feivel Goes West, and Inspector Gadget. For more monsters than you can shake a sword at, Enix is creating Seventh Saga—a sprawling RPG with great animation and some cool features like an inset monster radar that allows you to avoid fights in the overworld. If mystery is your middle name, Hi Tech's second Carmen Sandiego title for the Super NES, Where In The World Is Carmen Sandiego, will clue you into the locations of missing artifacts around the globe. The interface is identical to Where In Time Is Carmen Sandiego, and that means it is easy, fun and full of facts. One of the places you won't find is the planet Goth where Electronic Arts' funky robot, B.O.B., has crash landed on his way to a blind date. The action is simple, but fun, and B.O.B. has a wide assortment of space-age ray weapons. Run Saber from Atlus is a superior sci-fi action game. It may look like Super Valis IV, but the variety of moves is greatly improved and you have a two-player simultaneous mode. Your heros are cyberpunks who can spin attack, climb walls and use energy whips.

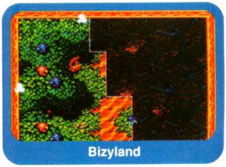
Entertainment can come in many forms, including sports, and some of the upcoming names in sports software are surprising. French-based Titus, for instance, is moving into the sports arena with Lamborghini American Challenge, a 3-D racing game for both the Super NES and Game Boy. Another company you might not associate with sports is Data East, but DE has signed on with ABC's Monday Night Football to join the growing grid iron crowd. Speaking of football, Capcom's MVP Football and Konami's NFL Football have had some problems in development. From what this Pak Watcher has seen of both games, it might be some time before the finished product hits the stores. Not so with Virgin's Super Slam Dunk and Super Slap Shot. Both sports games are finished and waiting to be released. The decision is still out on Legends of the Ring from ElectroBrain, but we hope to see more soon. This boxing game for the Super NES will feature pugilistic greats such as Hagler, Hearns, Graziano and Duran. Like EB's Best of the Best, Legends contains all sorts of options including customizing your punches. Brett Hull Hockey from Accolade (title still undecided) makes use of Mode 7 to scale up and down the ice, following the action. Although the screen shown here is fairly early, the game looks promising.

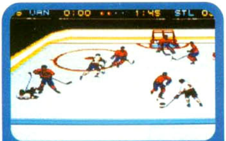

Seventh Saga

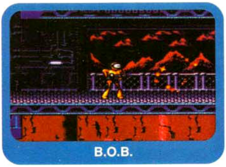
A couple of games that you probably haven't heard of are Kendo Rage and Bizyland, both coming to the Super NES from Seta. Bizyland is similar to Qix—an action puzzle in which you try to section off the screen to reveal an underlying picture, all the while trying to avoid baddies. Kendo Rage features an American girl studying in Japan who becomes embroiled in an action adventure. The

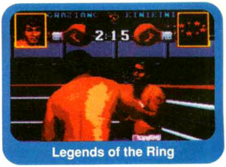

Run Saber

SUPER
SLAM
DUNK
Super Slam Dunk


Bizyland


Brett Hull Hockey


B.O.B.

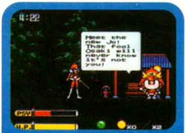


Legends of the Ring

plot adds nothing, but the action is sharp and the variety of stages and colorful graphics look promising. This Pak Watcher's choice for female heroines is still Dorothy in Seta's Wizard of Oz, reported on several months ago. The game, now finished, was a crowd pleaser at CES and should be available this September.

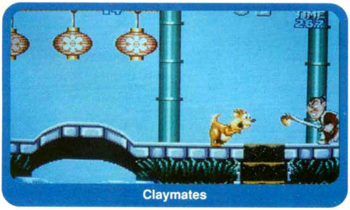
Claymates from Interplay, first reported in Pak Watch last year, is finally nearing the end of its delayed development schedule. Although basically an action game in which you can use any number of claymation-type creatures, there are also puzzles to solve between action stages. Don't expect to see the game before the end of the summer.

At T*HQ, the game conveyor moves much more rapidly. It seems like only yesterday that we were looking forward to The Ren & Stimpy Show for Game Boy. Now we have actually seen an early demo of the Super NES game, and there may be several Ren & Stimpy titles on their way. Further news is that T*HQ has purchased the license to the new Time Trax series and that they're planning a game with Metroid-like play features. Taz-Mania from Sunsoft looks wonderful, although the road race type of play may not prove to be overly challenging. The 8-bit versions of Taz are coming from T*HQ and our sources there tell us that Sunsoft's Super NES developers are also working on the NES and Game Boy titles. Good news indeed.


1:22
Meet the new Jo! That fool Osaki will never know it's not you!
PSV
H.P.
X0
X2

Kendo Rage

Finally, just to tantalize all of you strategy gamers out there, Microprose's ultimate PC game, Civilization, is being converted to the Super NES for an undisclosed release time in 1994. Currently, Microprose is looking for the right development team to make the conversion. For those of you unfamiliar with the game, Civilization puts you in control of a prehistoric people who will grow to be a nation. You'll found cities, map the vast unknown areas of your world, create public works and wage wars in your efforts to advance civilization and become the first space-faring nation. As always, we'll keep you up-to-date as developments warrant.



Claymates

FUTURE GAMES FOR THE

SUPER NES

Name	Approximate Release
Aero The Acrobat	Spring '93
Alien^3	Spring '93
Aliens Vs. Predator	Summer '93
American Gladiators	Spring '93
Battletoads In Battlemaniacs	Summer '93
Batman Returns	Spring '93
Bizyland	Spring '93
Brett Hull Hockey	Fall '93
Beauty And The Beast	Fall '93
B.O.B.	Spring '93
Bubsy	Spring '93
Claymates	Summer '93
E.V.O.	Spring '93
Family Dog	Spring '93
First Samurai	Spring '93
Final Fantasy Adv. II	Fall '93
Final Fight II	Summer '93
Goof Troop	Fall '93
Kendo Rage	Summer '93
Lamborghini American Challenge	Summer '93
Legends of the Ring	Fall '93
Lord of the Rings	Summer '93
The Lost Vikings	Spring '93
Mario Is Missing	Spring '93
Outlander	Spring '93
Railroad Tycoon	Fall '93
Rock & Roll Racing	Summer '93
Rocky & Bullwinkle	Summer '93
Shadowrun	Spring '93
SimAnt	Fall '93
Star Trek: Next Generation	Fall '93
Superman	Fall '93
Super Bomberman	Summer '93
Super Turrican	Spring '93
Syvalion	Spring '93
T2: Judgement Day	Spring '93
Taz-mania	Spring '93
Utopia	Spring '93
Yoshi's Cookie	Spring '93

GAME BOY

Indiana Jones and the Last Crusade	Summer '93
Jimmy Connors Pro Tennis Tour	Spring '93
Legend of Zod	Summer '93
Sword of Hope II	Summer '93
The Legend of Zelda - Link's Awakening	Summer '93

NES

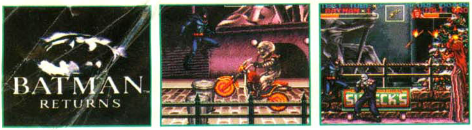
Battletoads & Double Dragon	Summer '93
Cool World	Spring '93
Crash Test Dummies	Winter '93
Kirby's Adventure	Spring '93
Taz-Mania	Fall '93

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 48

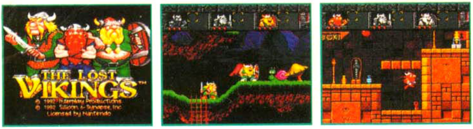
BATMAN RETURNS

The dark Knight is back in this high-powered action game for the super NES. Konami unveils their long-awaited thriller next month! Criminals fear the day that Batman Returns.



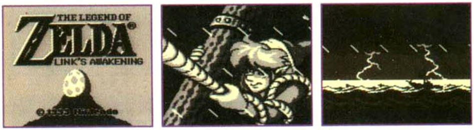
THE LOST VIKINGS

Erik the Swift, Olaf the Stout, and Baleog the Berserker have been abducted by aliens. The Lost Vikings must use their skills to outwit their captives in this exciting and challenging game.



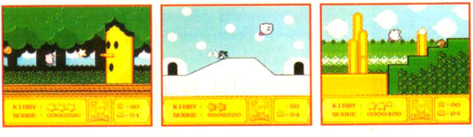
LEGEND OF ZELDA: LINK'S AWAKENING

All the action and fun of the Legend of Zelda series is coming to Game Boy. The first good look at Link's next adventure is coming at you in next month's preview.



KIRBY'S ADVENTURE: NIGHTMARE IN DREAMLAND

The cute little hero returns in an even bigger and better game. Kirby must find the magical Star Rod before the evil King Dedede fills Dreamland with nightmares.



BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 40 (Sept. '92): Little Samson, Prince of Persia, Felix The Cat, Dino City, Soul Blazer, Monopoly, Super Bowling.

Volume 41 (Oct. '92): Adventure Island 3, Power Blade 2, Super Mario Kart, The Simpson's: Bart's Nightmare, Out Of This World, Super Play Action Football.

Volume 42 (Nov. '92): Mega Man, Joe & Mac, Crash 'N The Boys, Space Megaforce, Axelay, Super Star Wars, Final Fantasy Mystic Quest, Faceball 2000, Super Mario Land 2–6 Golden Coins, Flintstones.

Volume 43 (Dec. '92): Road Runner's Death Valley Rally, Spider-Man & the X-Men in Arcade's Revenge, Push–Over, Desert Strike, Batman Returns (NES), James Bond Jr., Tecmo NBA Basketball, Super Mario Land 2 - 6 Golden Coins, Bonk's Adventure, Looney Tunes.

Volume 44 (Jan. '93): Magical Quest Starring Mickey Mouse, Sonic Blast Man, Mega Man V, Equinox, R.C. Pro-Am, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy).

Volume 45 (Feb. '93): Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Aliens 3 (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).

Volume 46 (Mar. '93): Star Fox, Super Stike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien 3 (NES), Dragon Warrior IV, Mickey's Safari in Letterland.

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

SPECIAL OFFERS

Issues from our first three years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventure of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Batman
Final Fantasy

Six of the most popular NES games of all time are featured in Volumes 7 through 12.

Super Mario Bros. 3
Rescue Rangers
Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

NINTENDO POWER
SUPER POWER CLUB

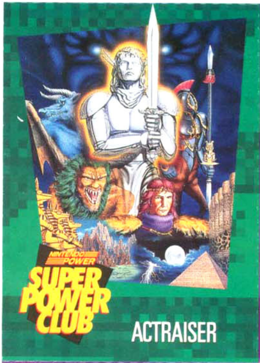
POWER CHALLENGE TRADING CARDS

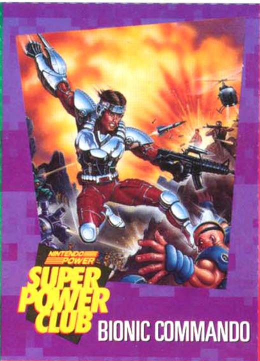
Look On Page 6 To Find This Month's Winning Trading Cards! · There's a Different Winning Series Every Month!

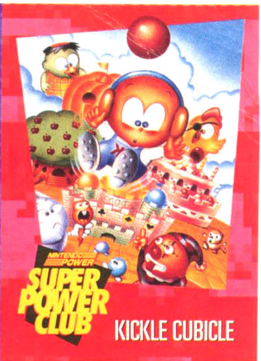
Please see the reverse side for all the details on how to win!

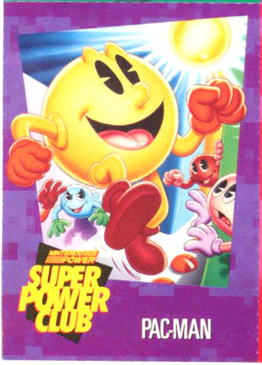
WIN ONE OF 500 SUPER NES GAME PAKS!

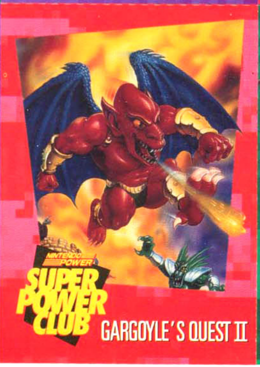
Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Novice, Intermediate and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!

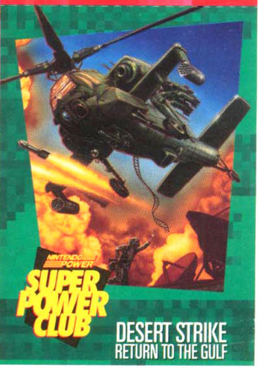

NINTENDO POWER
SUPER POWER CLUB
ACTRAISER


NINTENDO POWER
SUPER POWER CLUB
BIONIC COMMANDO


NINTENDO POWER
SUPER POWER CLUB
KICKLE CUBICLE


NINTENDO POWER
SUPER POWER CLUB
PAC-MAN


NINTENDO POWER
SUPER POWER CLUB
GARGOYLE'S QUEST II


NINTENDO POWER
SUPER POWER CLUB
DESERT STRIKE
RETURN TO THE GULF

HERE'S HOW TO WIN!

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards. If you like, you can trade cards with friends to obtain the winning combination. Or, hold the cards from this issue and combine them with cards from future issues for a chance to win!

If you collect the winning combination of three Power Trading Cards, send the following to:

Nintendo Super Power Club
P.O. Box 97044
Redmond, WA 98073-9744

1. The winning combination of 3 Trading Cards
2. Your name, address and phone number
3. Your Club Membership number, if any
4. The answer to the following question:

Yoshi's diet consists of 25 Goombas per day. How many will he gobble up in May?

Entries must be postmarked no later than May 14, 1993, and must be received by Nintendo no later than May 25, 1993. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries. **No purchase necessary.** Residents of the U.S. and Canada (excluding Quebec) can participate. Employees and immediate families of Nintendo, its affiliates and agents are not eligible to participate. Any Trading Cards that are reproduced, tampered with, altered, or modified or changed in any way, or contain printing, typographical, mechanical, or other errors, or that are obtained through unauthorized channels, are void. Void where prohibited by law, where taxed, or where restricted. To receive a free set of numbered **Mock** Trading Cards by mail, send a self-addressed, stamped legal size envelope, including a hand-written request to the address listed above. Limit one set of Mock Trading Cards per household. **The Mock Trading Cards will not be the same as the Trading Cards shown below. The Mock Trading Cards will contain a "Power Card #" but will be a blank card stamped "Mock Trading Card/Contest Use Only."** No transfer, substitution or cash alternative will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is $50, the combined retail value of 500 Super NES Game Paks is $25,000. All prizes may not be awarded; actual number of prizes awarded based on actual number of winning entries received. Total of Trading Cards for distribution is 4,800,000. Odds of winning are 1 in 1,600. Winners will be notified by mail no later than July 1, 1993. Winners are responsible for all applicable taxes. For a list of winners, available after contest ends, send a self-addressed, stamped legal size envelope, including a hand-printed request to the address listed above.

**The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet; Game Pak may say "Demo-Not For Resale." Nintendo guarantees that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.

POWER CARD #26

KICKLE CUBICLE™

DESCRIPTION *It's up to Kickle to save the Fantasy Kingdom from the wicked Wizard King! Use his frosty breath to put the enemies on ice in this great puzzle adventure!*

CHALLENGE *Here's the password to the Special Levels: FbgJ IYAX. Try to beat all 30 Special Rooms using only-*

Novice: *Two continues*
Intermediate: *One continue*
Pro: *Zero continues*

SYSTEM: *NES*
GAME TYPE: *Puzzle Adventure*
# OF PLAYERS: *1*
RELEASED: *9/90*
COMPANY: *Irem*

™ & © 1990 Irem America Corp.

POWER CARD #17

BIONIC COMMANDO™

DESCRIPTION *Swing into action in this great Game Boy version of an NES classic! Using your guns and your wits (not to mention an incredible bionic arm which lets you swing like Tarzan), you must infiltrate enemy territory and put a stop to the insidious Albatross project!*

CHALLENGE *Finish the game with a life meter that's only-*

Novice: *Six bars long*
Intermediate: *Four bars long*
Pro: *Three bars long*

SYSTEM: *Game Boy*
GAME TYPE: *Hero Action*
# OF PLAYERS: *1*
RELEASED: *9/92*
COMPANY: *Capcom*

© 1992 Capcom U.S.A., Inc.

POWER CARD #9

ACTRAISER™

DESCRIPTION *Your mission is to restore peace to 6 lands in this epic adventure! Slash your way through the intense action levels and use your best strategies in the simulation segments to rebuild thriving towns!*

CHALLENGE *Try to finish the game at level-*

Novice: *Fourteen*
Intermediate: *Twelve*
Pro: *Ten*

SYSTEM: *Super NES*
GAME TYPE: *Epic Adventure*
# OF PLAYERS: *1*
RELEASED: *11/91*
COMPANY: *Enix*

© 1991 Enix Corporation/Quintet

POWER CARD #49

DESERT STRIKE
RETURN TO THE GULF™

DESCRIPTION *A mad dictator terrorizes the world, and only your awesome Apache helicopter stands in his way! Blast your way through five levels with over 30 objectives, all the while leveling enemy command centers, radar stations and, of course, anti-aircraft artillery!*

CHALLENGE *In Campaign #1, try destroying these objectives without finishing the objectives preceding them and without losing a helicopter-*

Novice: *The Power Station*
Intermediate: *The Air Fields*
Pro: *The Command Centers*

SYSTEM: *Super NES*
GAME TYPE: *Helicopter Combat*
# OF PLAYERS: *1*
RELEASED: *11/92*
COMPANY: *Electronic Arts*

© 1992 Electronic Arts

POWER CARD #37

GARGOYLE'S QUEST II™

DESCRIPTION *An evil black light has spilled out from the Gaza Crevasse, and it's up to Firebrand, defender of the Ghoul Realm, to stop it! Travel through 30 areas of mystery and danger in this awesome NES quest!*

CHALLENGE *Try getting the Night Drop from the Hinom Woods without-*

Novice: *Losing a life*
Intermediate: *Getting hit twice*
Pro: *Getting hit at all*

SYSTEM: *NES*
GAME TYPE: *Hero Quest*
# OF PLAYERS: *1*
RELEASED: *10/92*
COMPANY: *Capcom*

© Capcom 1992 © Capcom USA, Inc. 1992

POWER CARD #34

PAC-MAN™

DESCRIPTION *Do you have Pac-Man fever? If so, grab this near perfect translation of the original classic for the Game Boy screen and relive all of the action that made Pac-Man one of the most popular video games of all time!*

CHALLENGE *How many levels do you have to finish before you can earn 50,000 points?*

Novice: *Five*
Intermediate: *Three*
Pro: *One*

SYSTEM: *Game Boy*
GAME TYPE: *Arcade Classic*
# OF PLAYERS: *2*
RELEASED: *4/91*
COMPANY: *Namco*

® & © 1980 & 1991 Namco Ltd.

NINTENDO POWER
SUPER POWER CLUB™

POWER CERTIFICATES

SAVE BIG with these certificates worth $12.00!
But only if you use them.

SAVE

$5

Hey! Rip this $5.00 Power Certificate out and use it to score Super NES Game Paks before August 31, 1993.

NINTENDO POWER SUPER POWER CLUB™

MANUFACTURER'S COUPON | OFFER EXPIRES AUGUST 31, 1993

SAVE $5.00

WHEN YOU PURCHASE ONE SUPER NES GAME PAK.

5 20763 00074 6

CONSUMER: Coupon is only valid toward the purchase of the specified game paks. Coupon must be submitted to an authorized Sunsoft retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100¢. **Coupon expires August 31, 1993.**

ROAD RUNNER'S Death Valley Rally

FIREPOWER 2000

SUNSOFT®

GOOD TOWARDS PURCHASE OF FEATURED GAME PAKS ONLY.

SAVE

$4

Hey! Rip this $4.00 Power Certificate out and use it to score an NES Game Pak before August 31, 1993.

NINTENDO POWER SUPER POWER CLUB™

MANUFACTURER'S COUPON | OFFER EXPIRES AUGUST 31, 1993

SAVE $4.00

WHEN YOU PURCHASE ONE 8-BIT NES GAME PAK.

5 19923 00093 1

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized Tradewest retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100¢. **Coupon expires August 31, 1993.**

R.C. PRO-AM™ II

TRADEWEST

GOOD TOWARDS PURCHASE OF FEATURED GAME PAK ONLY.

SAVE

$3

Hey! Rip this $3.00 Power Certificate out and use it to score a Game Boy Game Pak before August 31, 1993.

NINTENDO POWER SUPER POWER CLUB™

MANUFACTURER'S COUPON | OFFER EXPIRES AUGUST 31, 1993

SAVE $3.00

WHEN YOU PURCHASE ONE GAME BOY GAME PAK.

5 20763 00087 6

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized Sunsoft retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment [illegible] applicable tax in connection with the purchase. Good in [illegible] and Puerto Rico only. Cash value 1/100¢. **Coupon ex[illegible] 1993.**

LOONEY TUNES

SUNSOFT®

GOOD TOWARDS PURCHASE OF FEATURED GAME PAK ONLY.

SPECIAL BONUS FOR MEMBERS ONLY!

◀ DETACH HERE

MANUFACTURER COUPON

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RETAILER: Sunsoft will reimburse the face value of this coupon plus eight (8) cents handling, provided it was accepted from your customer and its face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become our property. Reimbursement will be made only to authorized Sunsoft retailer who redeemed coupon. Good only in the U.S. and Puerto Rico. Send properly redeemed coupons with return address within thirty (30) days of printed expiration date to: **SUNSOFT, P.O. BOX 1645, YOUNG AMERICA, MN 55594-1645.**

IMPORTANT: If you purchased your store's Game Paks through an authorized Sunsoft distributor, you must indicate that distributor to be reimbursed.

NAME OF DISTRIBUTOR: ____________________

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IMPORTANT: If you purchased your store's Game Paks through an authorized Tradewest distributor, you must indicate that distributor to be reimbursed.

NAME OF DISTRIBUTOR: ____________________

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RETAILER: Sunsoft will reimburse the face value of this coupon plus eight (8) cents handling, provided it was accepted from your customer and its face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become our property. Reimbursement will be made only to authorized Sunsoft retailer who redeemed coupon. Good only in the U.S. and Puerto Rico. Send properly redeemed coupons with return address within thirty (30) days of printed expiration date to: **SUNSOFT, P.O. BOX 1645, YOUNG AMERICA, MN 55594-1645.**

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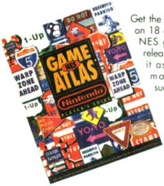
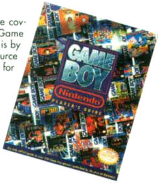
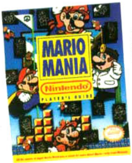
PLAYER'S GUIDES



Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!



Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.



THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

A spectacular game deserves a spectacular guide book. This Player's Guide delivers. It includes everything you would ever want to know about A Link to the Past. It's required reading for all Zelda adventurers.

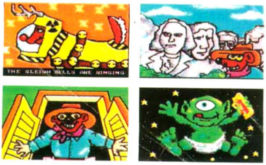
MARIO PAINT™ CONTEST WINNERS

After viewing videocassettes sent in by hundreds of Mario Paint artists from across the U.S. and Canada, we narrowed down the field and have selected the following as our Grand Prize and Second Prize winners. Thanks to everyone who sent in an entry and congratulations to the winners!

GRAND PRIZE WINNER!

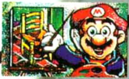
Stephen D. Miller
Tucson, AZ

We are absolutely blown away by the concept, editing expertise and overall artistic talent displayed in Stephen's entry. The photos shown here do not do it justice. It must be seen and heard to be believed! Stephen sent in five separate pieces. Four were music videos that had music dubbed in. One was a short story that used the musical capabilities of Mario Paint. Stephen's work was nothing short of fabulous!

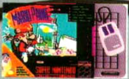


SECOND PRIZE WINNERS

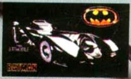
Like our Grand Prize winner, our Second Prize winners (shown here in no particular order) also exhibited a great amount of talent and creativity with their entries. It was more difficult to choose the Second Prize winners than the Grand Prize winner.



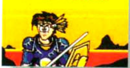
Robert McFerren
Youngstown, OH



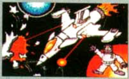
Greg Samsonow
Richmond, BC



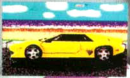
Chris Hall
Russellville, KY



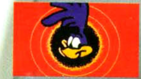
Todd Peart
Palos Hills, IL



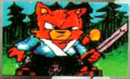
Jessie Edsall
Ravenna, OH



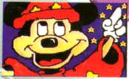
Dave White
Riverside, CA



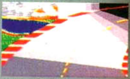
Jason Burkert
Alexandria, VA



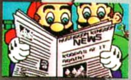
Derek Duncan
Columbus, OH



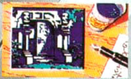
Adam Stiles
Snellville, GA



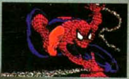
Adam Farnsworth
Westbrook, ME



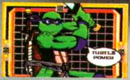
Andrew R. Langlois
Warwick, RI



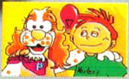
Frank Fitzgerald
New York, NY



Christopher Evans
Burnaby, BC



Justin Hollers
Indianola, NE



Maxime Mercier
LaTuque, Quebec

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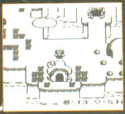

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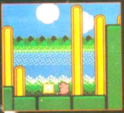

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